90003025

TECHNICAL SERVICE REFERENCE MANUAL

Merit Industries, Inc.
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Megatouch Ion Technical Service Manual Contents

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Section 1
Cabinet Information

General Information - All Ion Products

Dimensions/Shipping Weights

General Information - Elite Edge Ion

Parts Illustrations

General Information - EVO Ion

Parts Illustrations

General Information - EVO Wallette Ion

Parts Illustrations

General Information - Fusion Ion

Parts Illustrations

General Information - Megatouch Champ

Parts Illustrations

Ion Parts List

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Cabinet Information Section

General Information

Megatouch Elite Edge Ion
Dimensions: D=15”; W=17.75”; H=17.625”
Shipping dimensions: D=18.5”; W=21”; H=20”
Shipping weight: 75 lbs.

Megatouch EVO Ion
Dimensions: D=15”; W=16.5”; H=18.625”
Shipping weight: 75 lbs.

Megatouch EVO Wallette Ion
Dimensions: D=9”; W=16.5”; H=19”
Shipping weight: 65 lbs.

Megatouch Fusion Ion
Dimensions: D=21”; W=20”; H=61”
Shipping weight: 200 lbs.

Megatouch Champ
Dimensions: D=18”; W=20”; H=15.25”
Shipping weight: 90 lbs.

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Megatouch Elite Edge Ion

Dimensions: L - 15”; W - 17.75”; H - 17.625”
Shipping weight: 70 lbs.

Motherboard Information

ECS

Touchscreen Type

Microtouch

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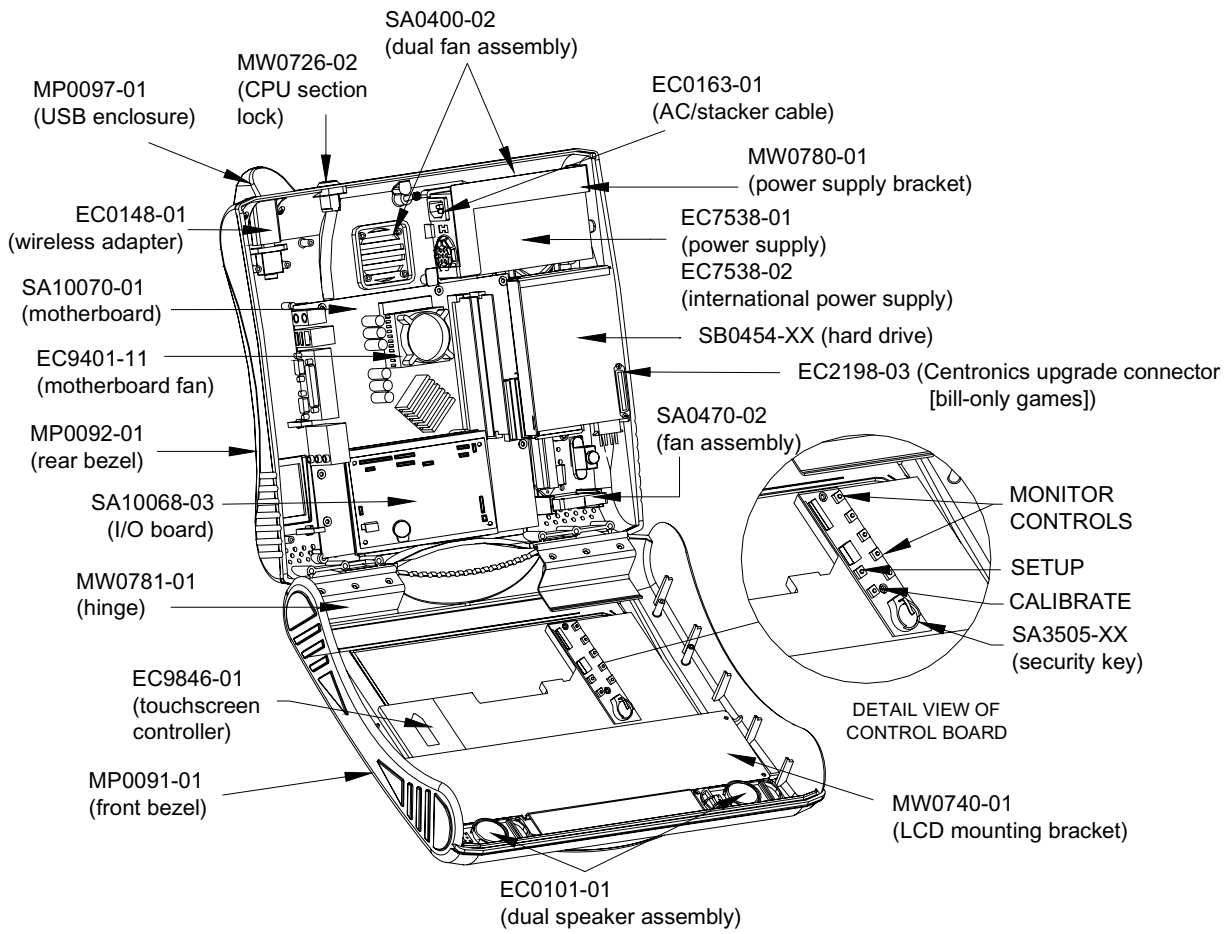
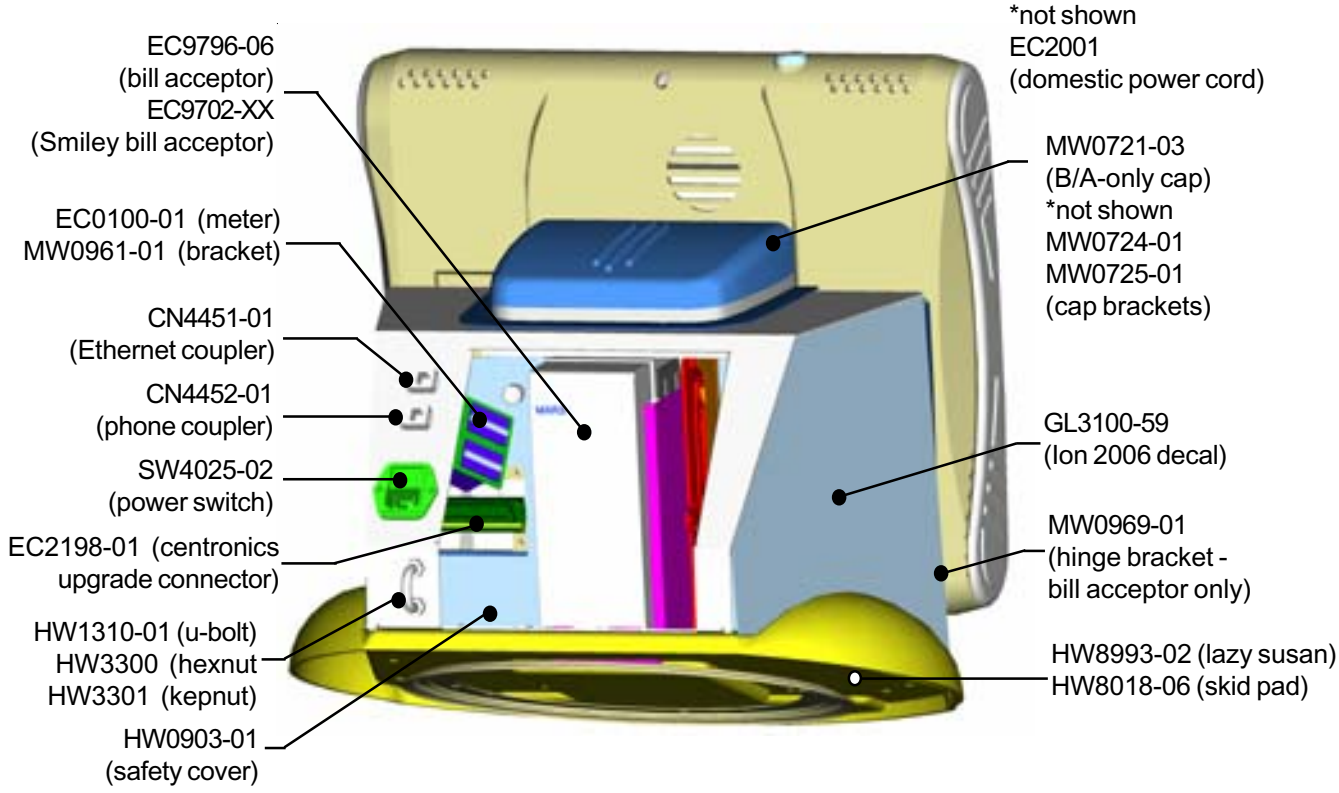


ELITE EDGE WITH CPU SECTION OPEN



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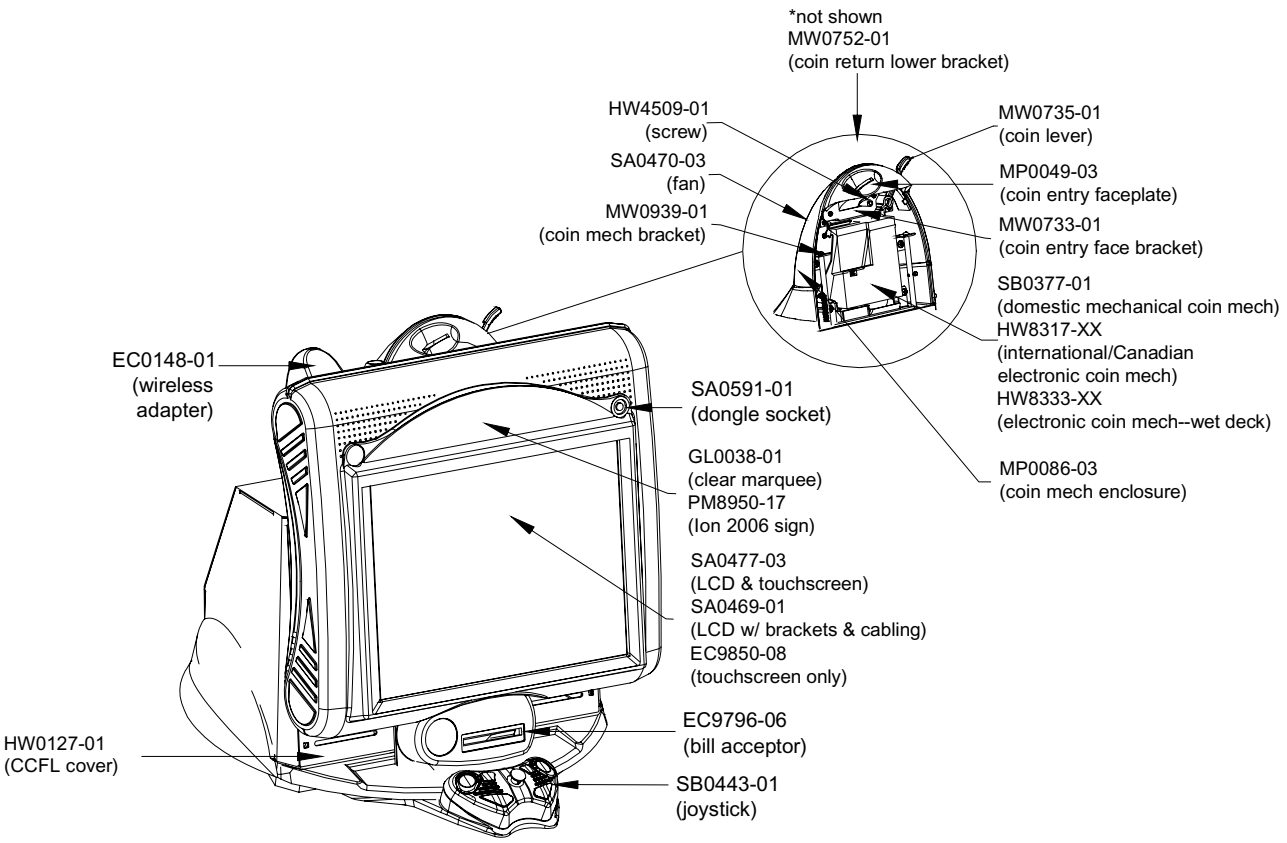
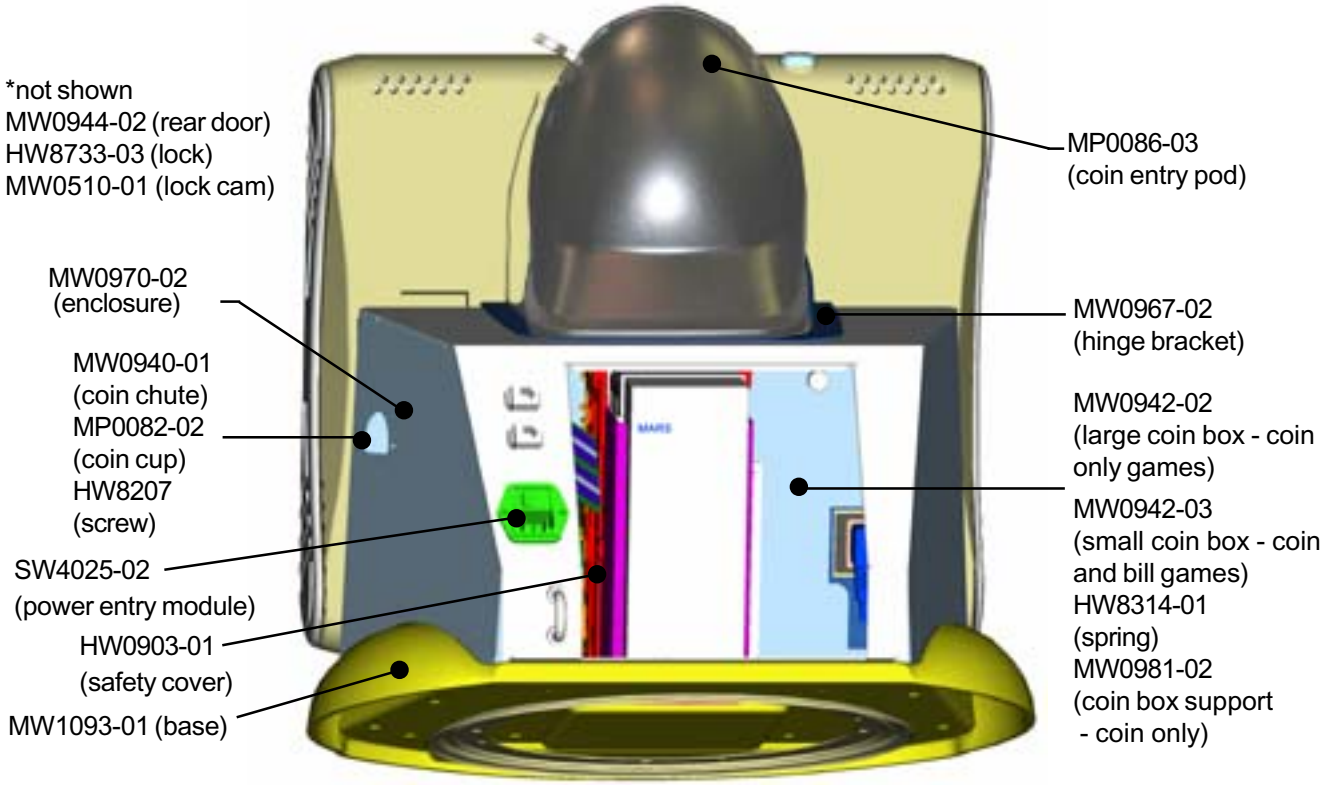


*not shown
GL0041-02 (Elite Edge base decal)
MP0085-01 (front plate)
LB0004-01 (blue light)
MW0945-01 (domestic bill acceptor bracket)
MW0945-02 (Smiley bill acceptor bracket)
MW0945-03 (bill acceptor block out plate for coin only games)



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Megatouch EVO Ion

Dimensions: D - 15”; W - 16.5”; H - 18.625”
Shipping weight: 75 lbs.

Motherboard Information

ECS

Touchscreen Type

Microtouch

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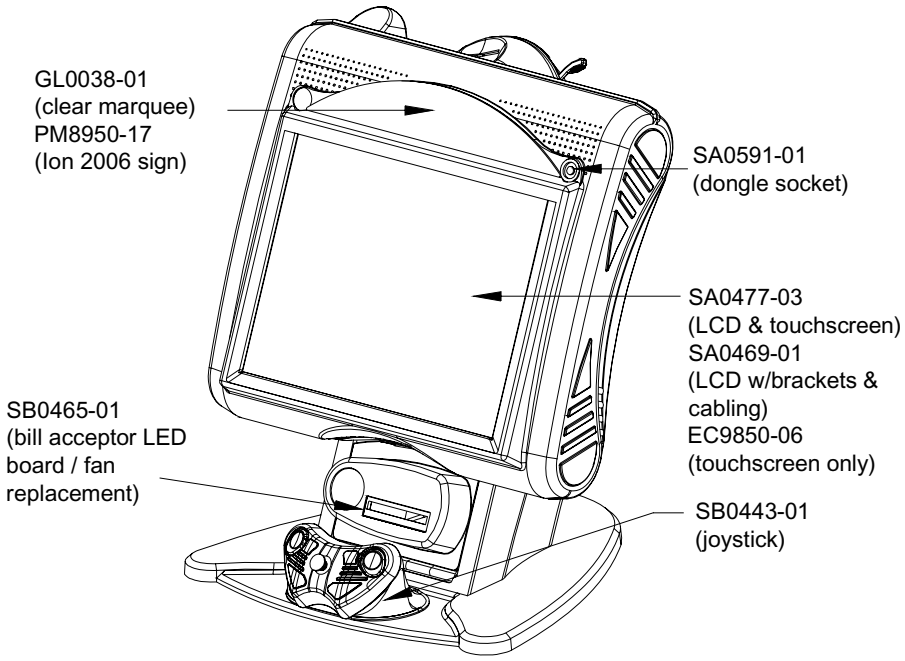
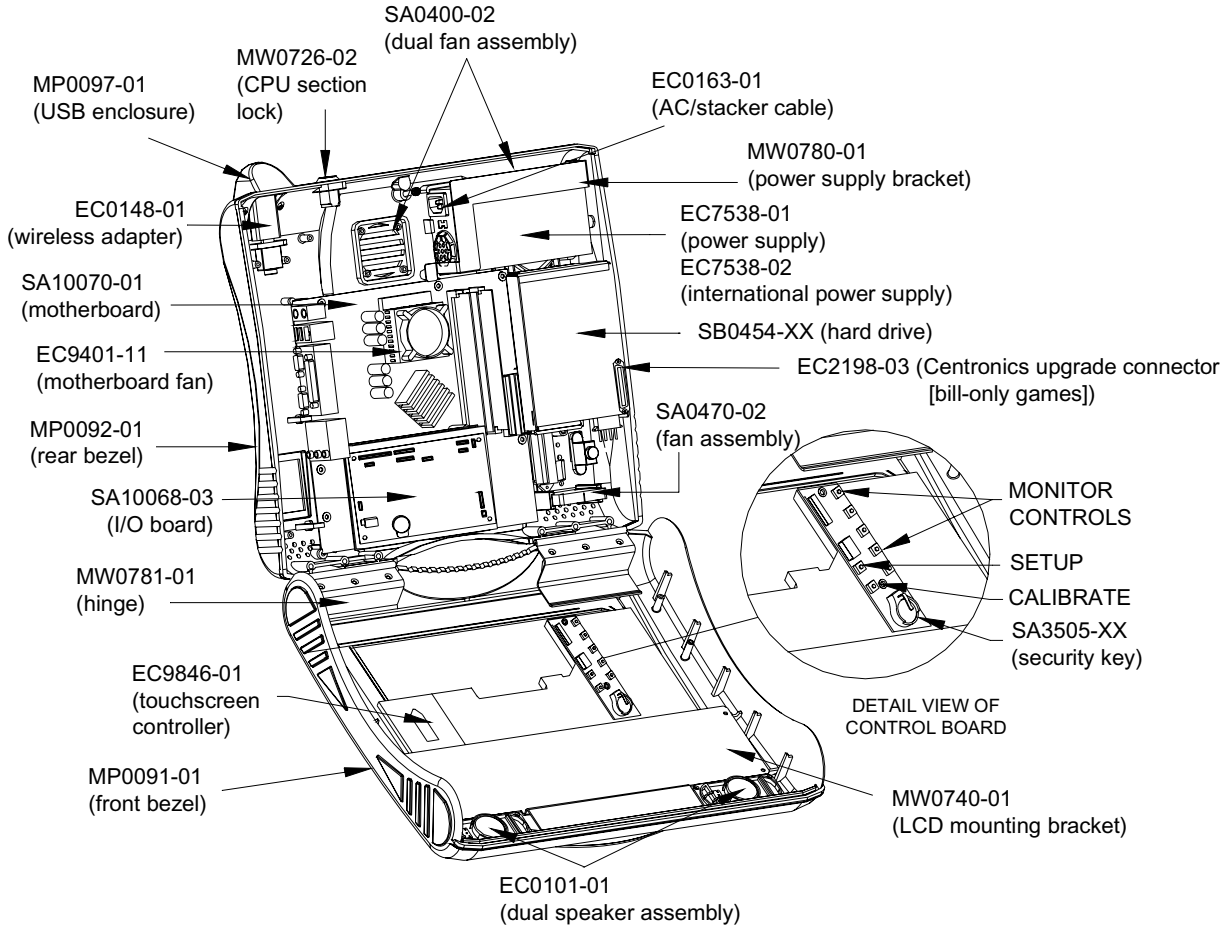


FRONT VIEW OF THE EVO



EVO WITH CPU SECTION OPEN

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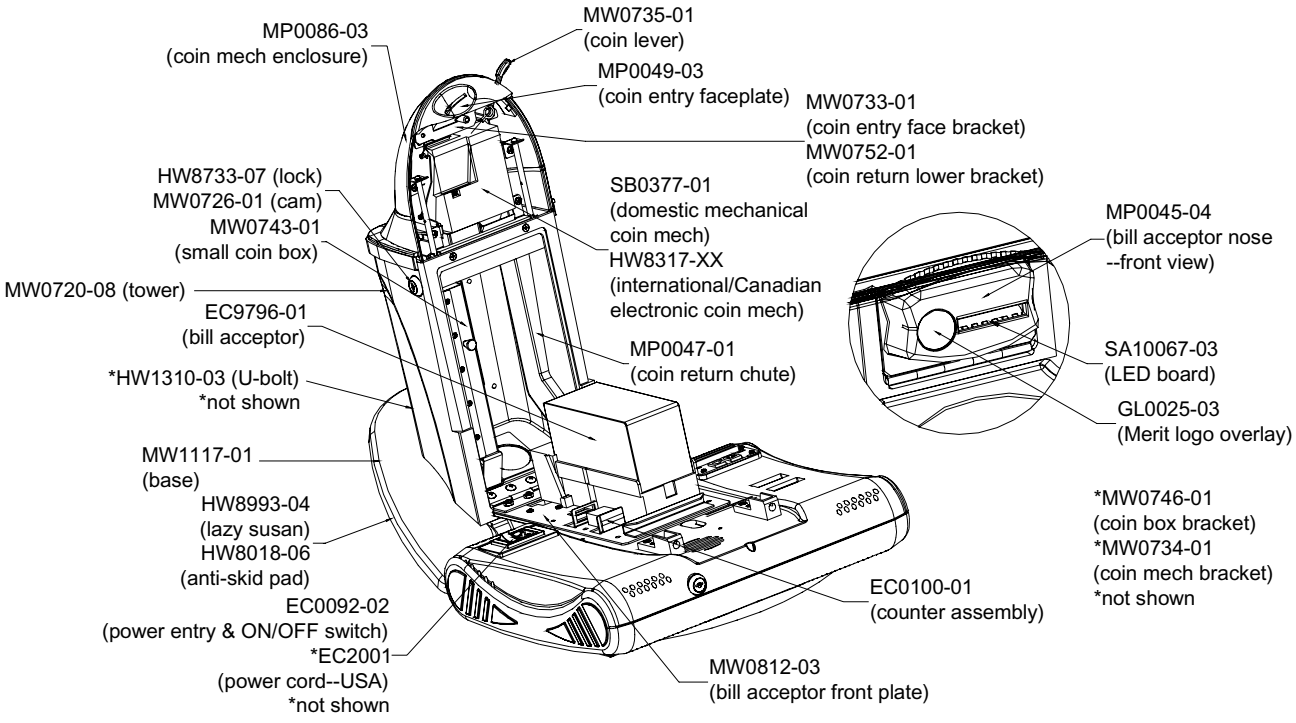
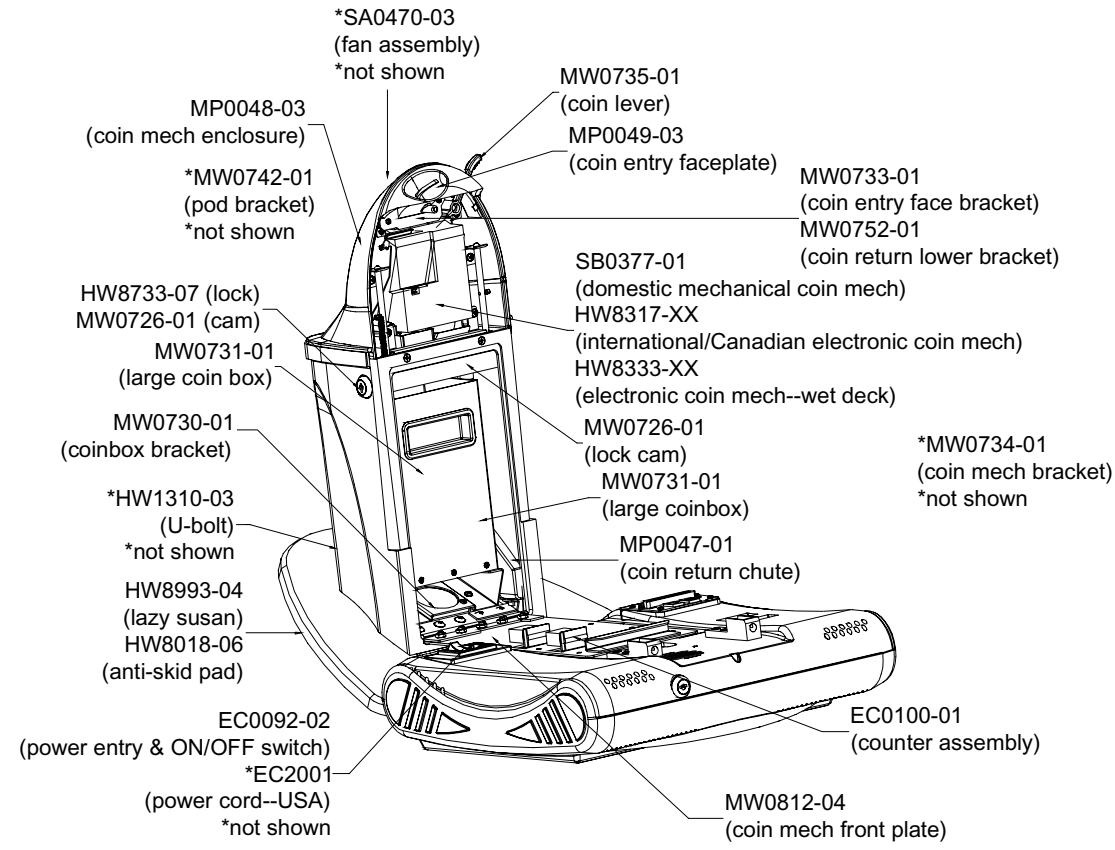


EVO WITH BILL AND COIN - CASH TOWER SECTION OPEN



EVO WITH COIN ONLY - CASH TOWER SECTION OPEN

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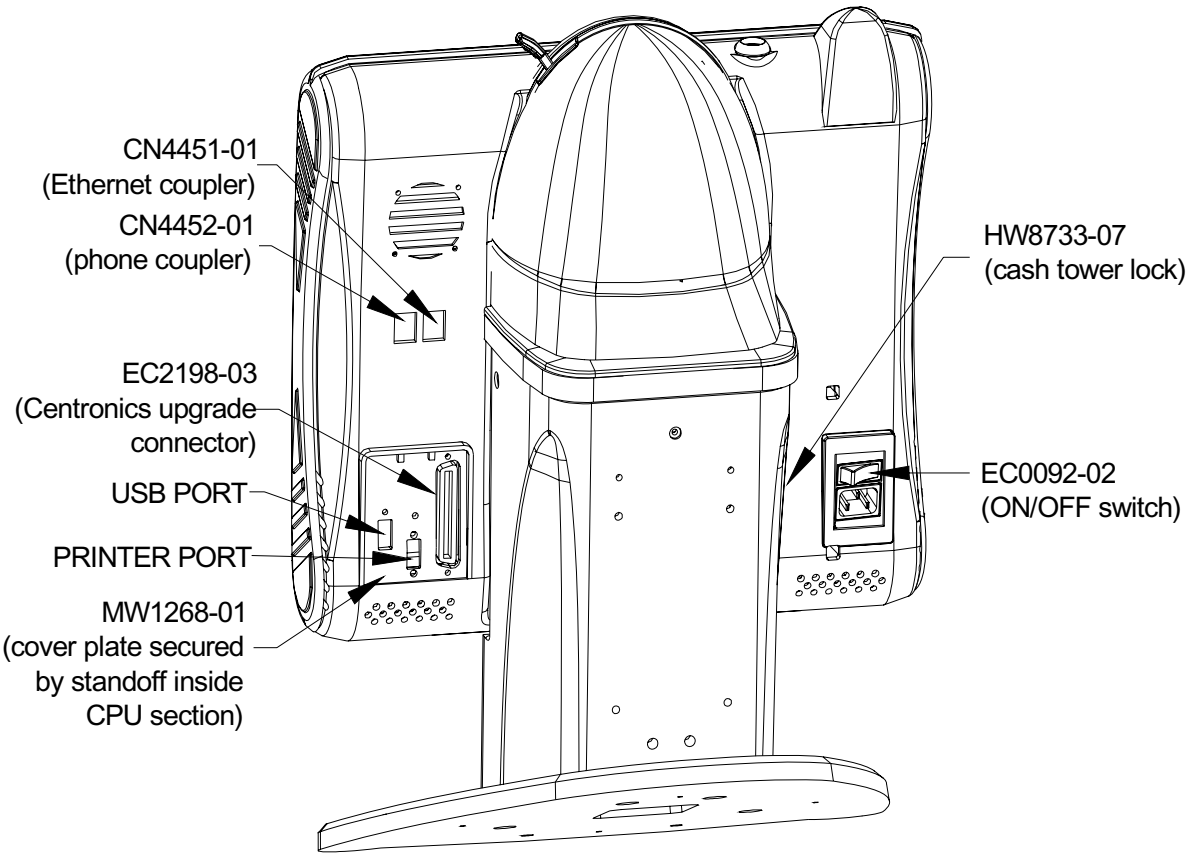

REAR VIEW OF THE EVO

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Megatouch EVO Wallette Ion

Dimensions: D - 9”; W - 16.5”; H - 19”
Shipping weight: 60 lbs.

Motherboard Information

ECS

Touchscreen Type

Microtouch

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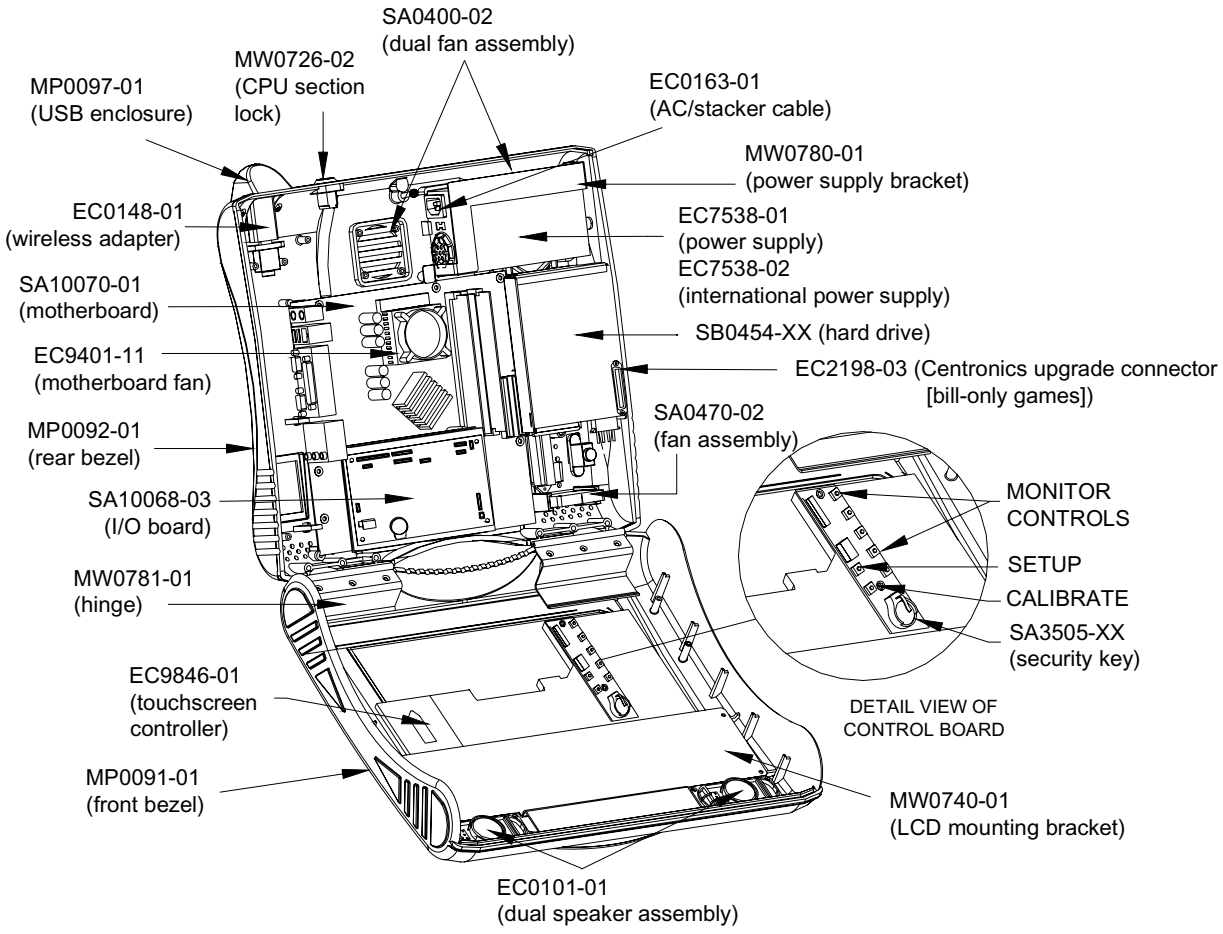
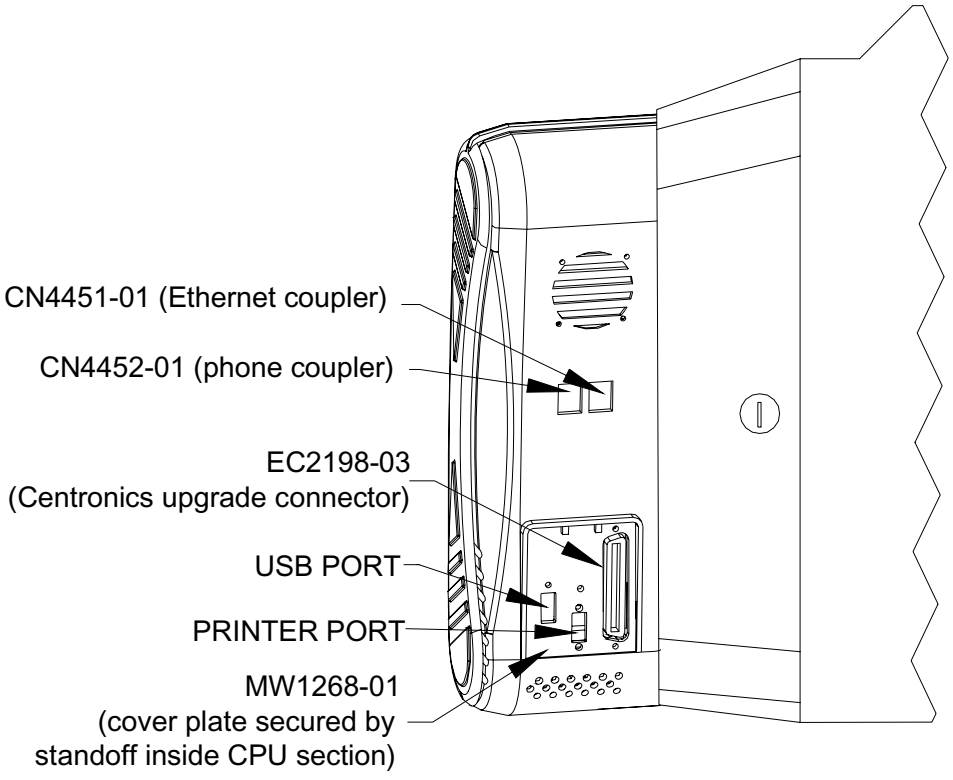


EVO WALLETTE WITH CPU SECTION OPEN



LEFT REAR SECTION VIEW OF THE EVO WALLETTE

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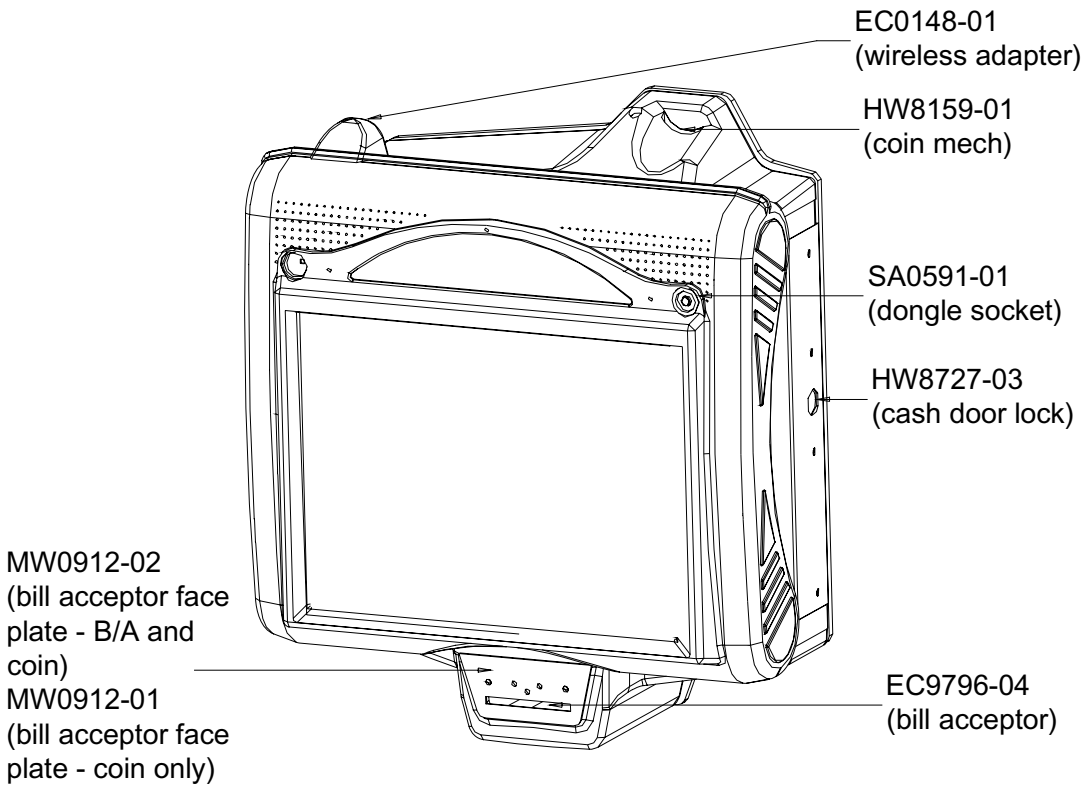
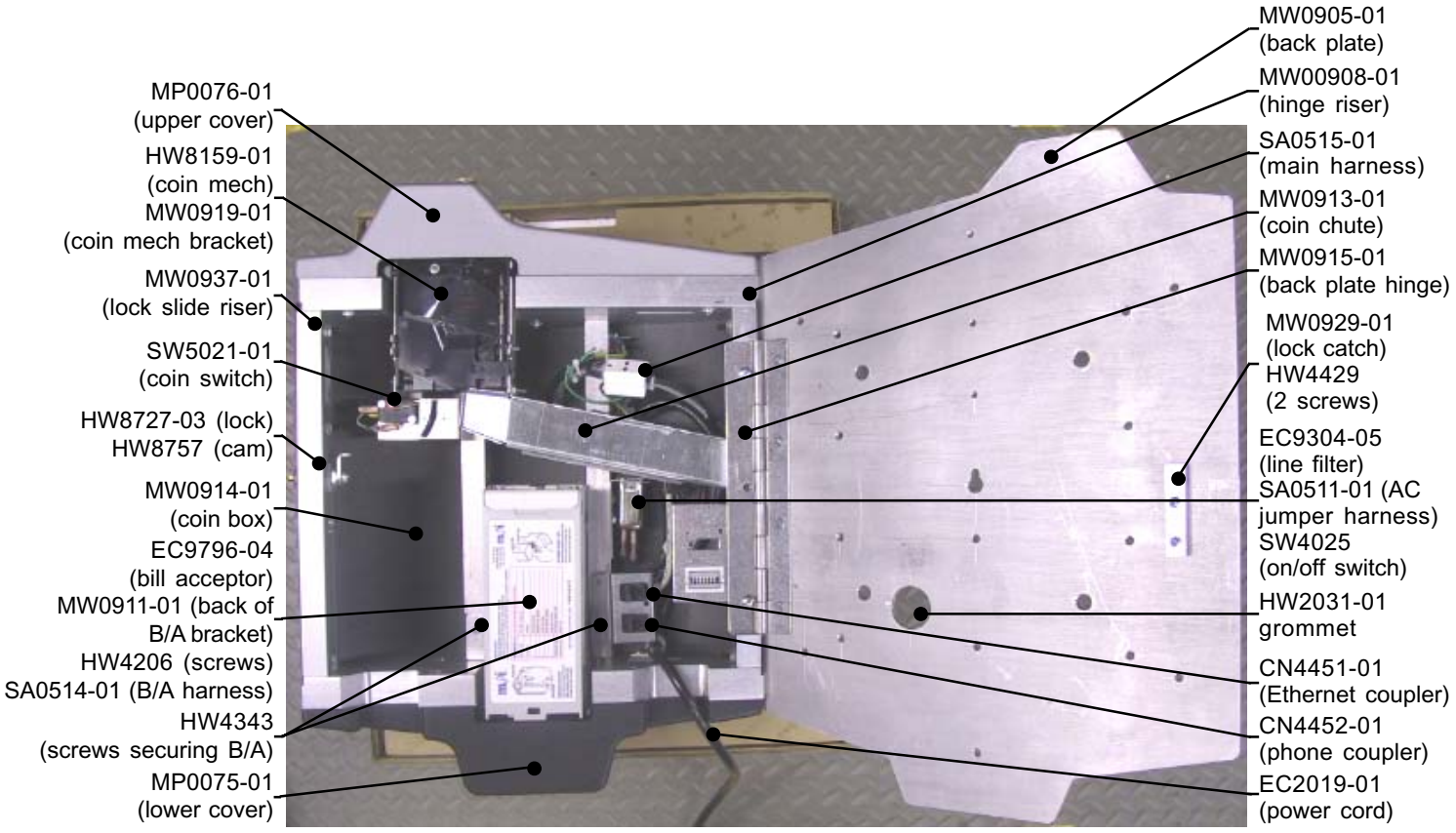


FRONT VIEW OF THE EVO WALLETTE



EVO WALLETTE WITH CASH DOOR OPEN

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Megatouch Fusion Ion

Dimensions: D - 21”; W - 20”; H - 67”
Shipping weight: 200 lbs.

Motherboard Information

ECS

Touchscreen Type

Microtouch

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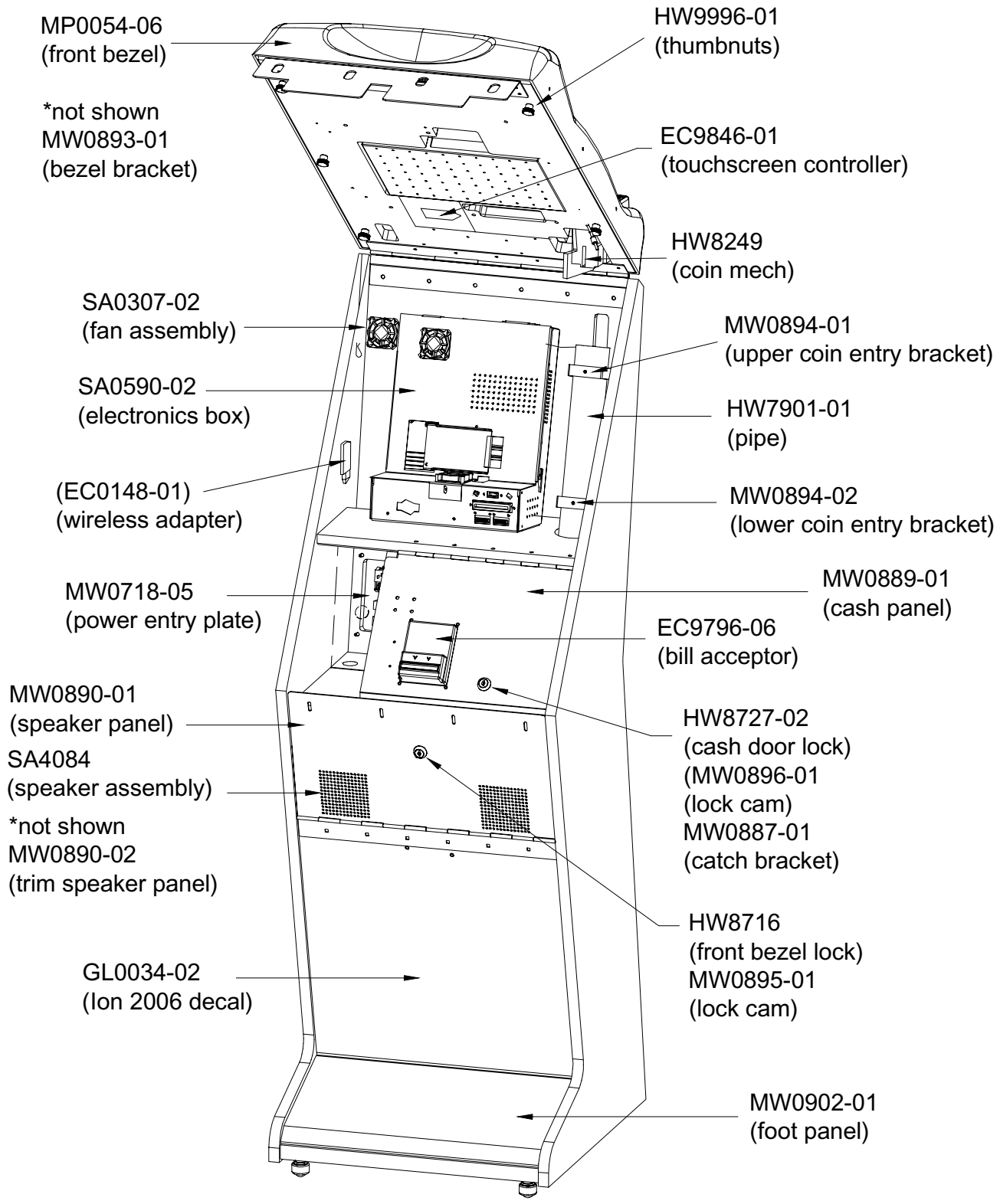

MEGATOUCH FUSION ION WITH ELECTRONICS BOX

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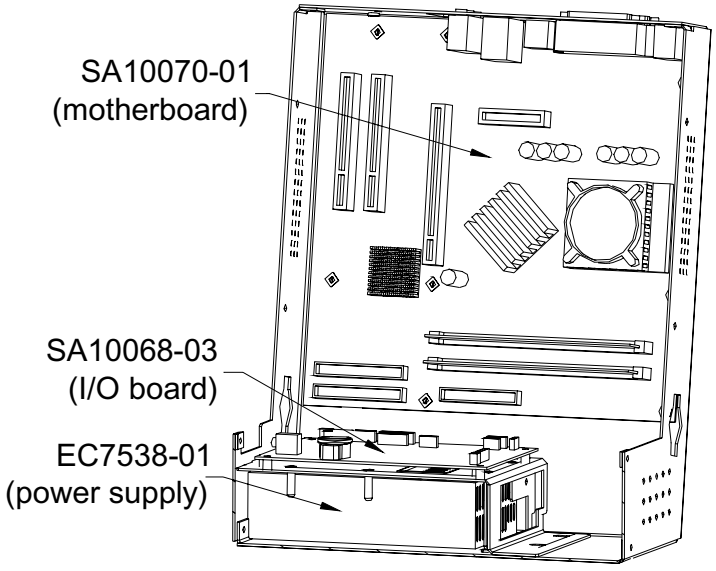
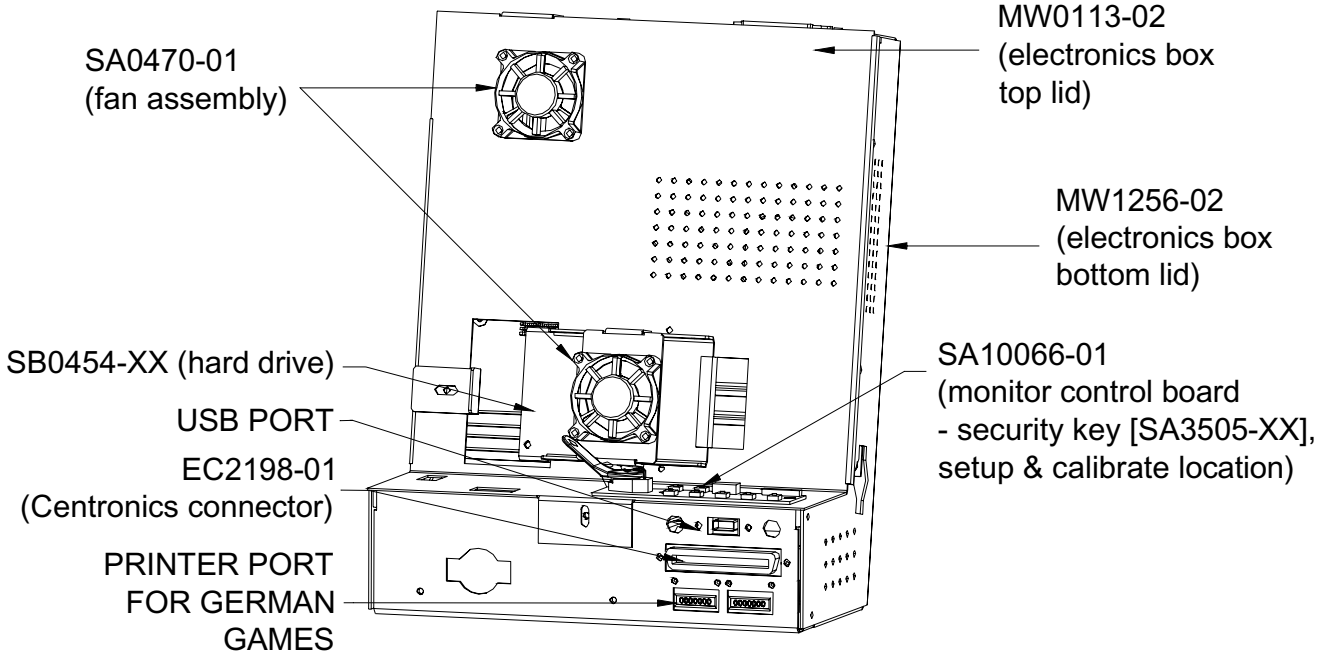


DETAIL VIEW
OF ELECTRONICS BOX
WITH COVER REMOVED



DETAIL VIEW
OF ELECTRONICS BOX
WITH COVER ON

FUSION ION ELECTRONICS BOX

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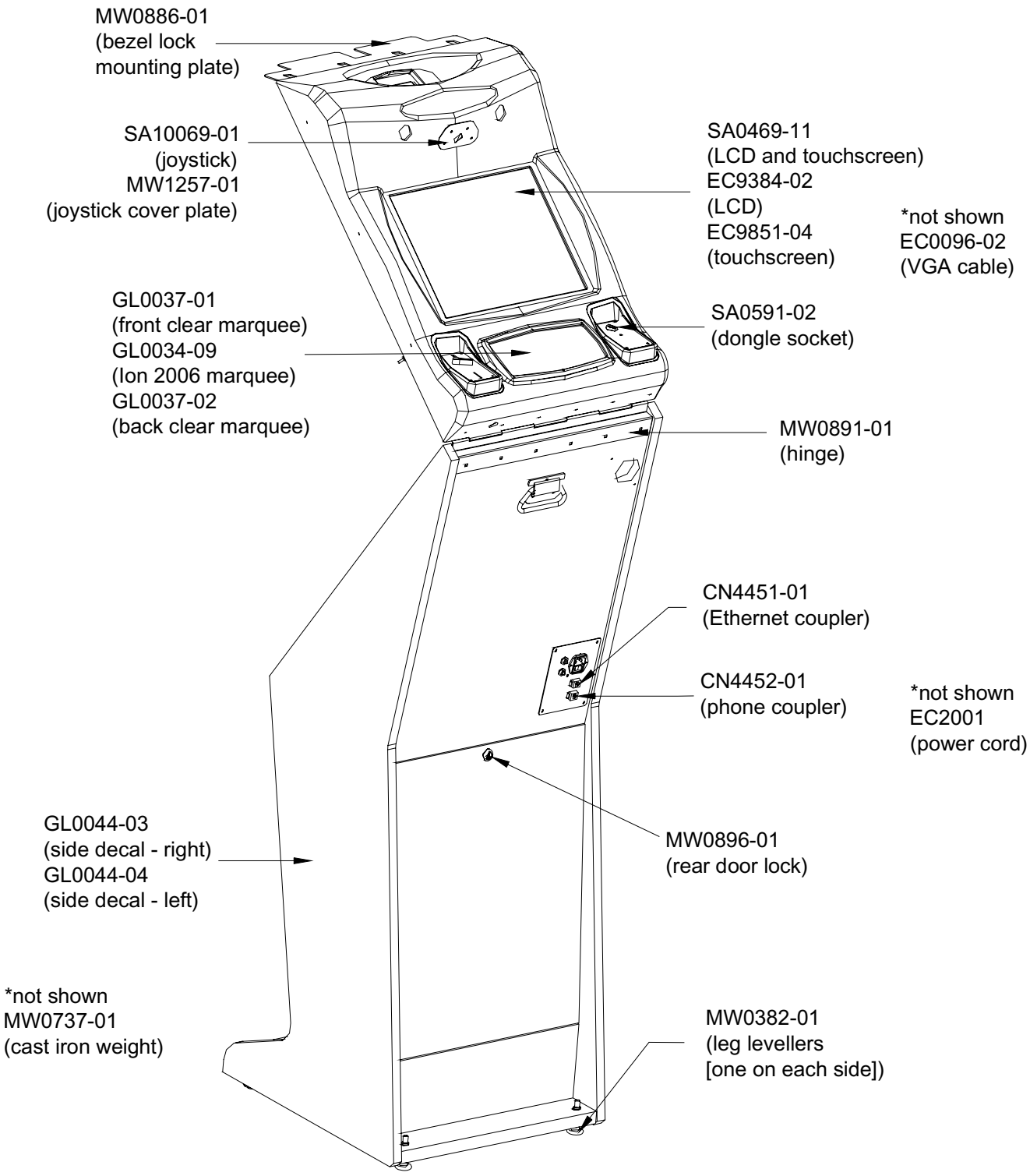

REAR VIEW OF THE FUSION WITH WITH ELECTRONICS BOX

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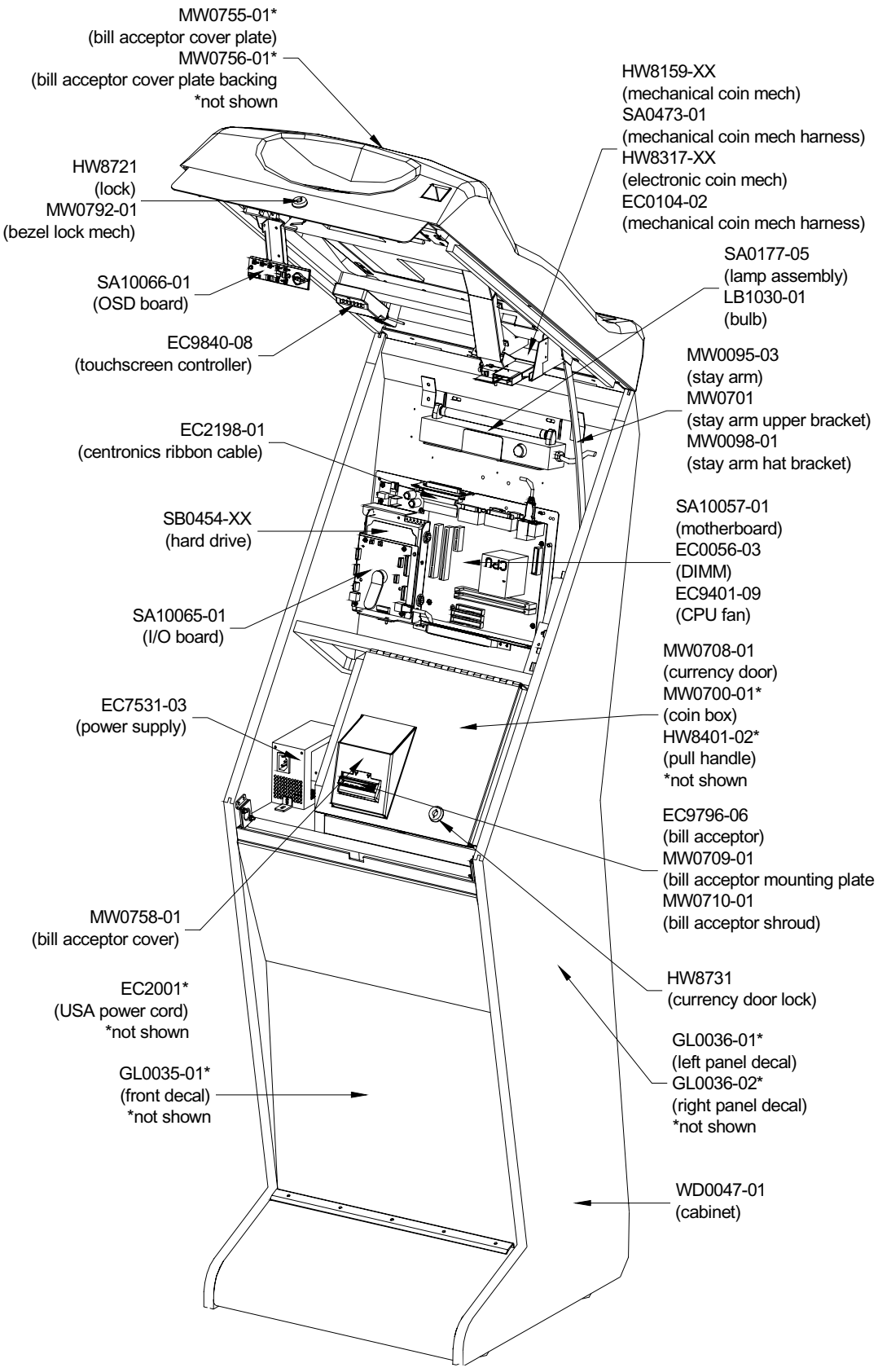

MEGATOUCH FUSION ION WITHOUT ELECTRONICS BOX

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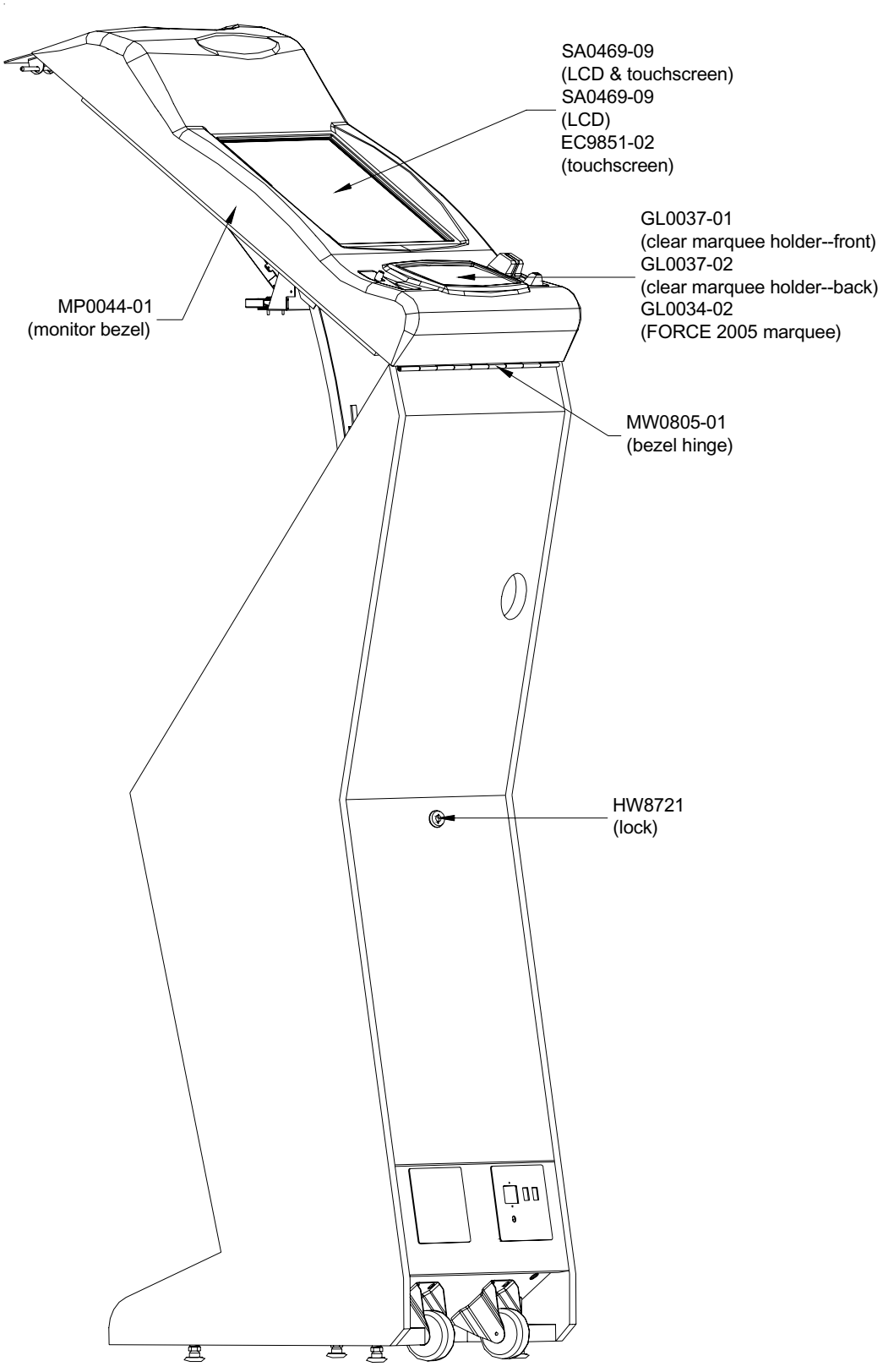

MEGATOUCH FUSION ION WITHOUT ELECTRONICS BOX

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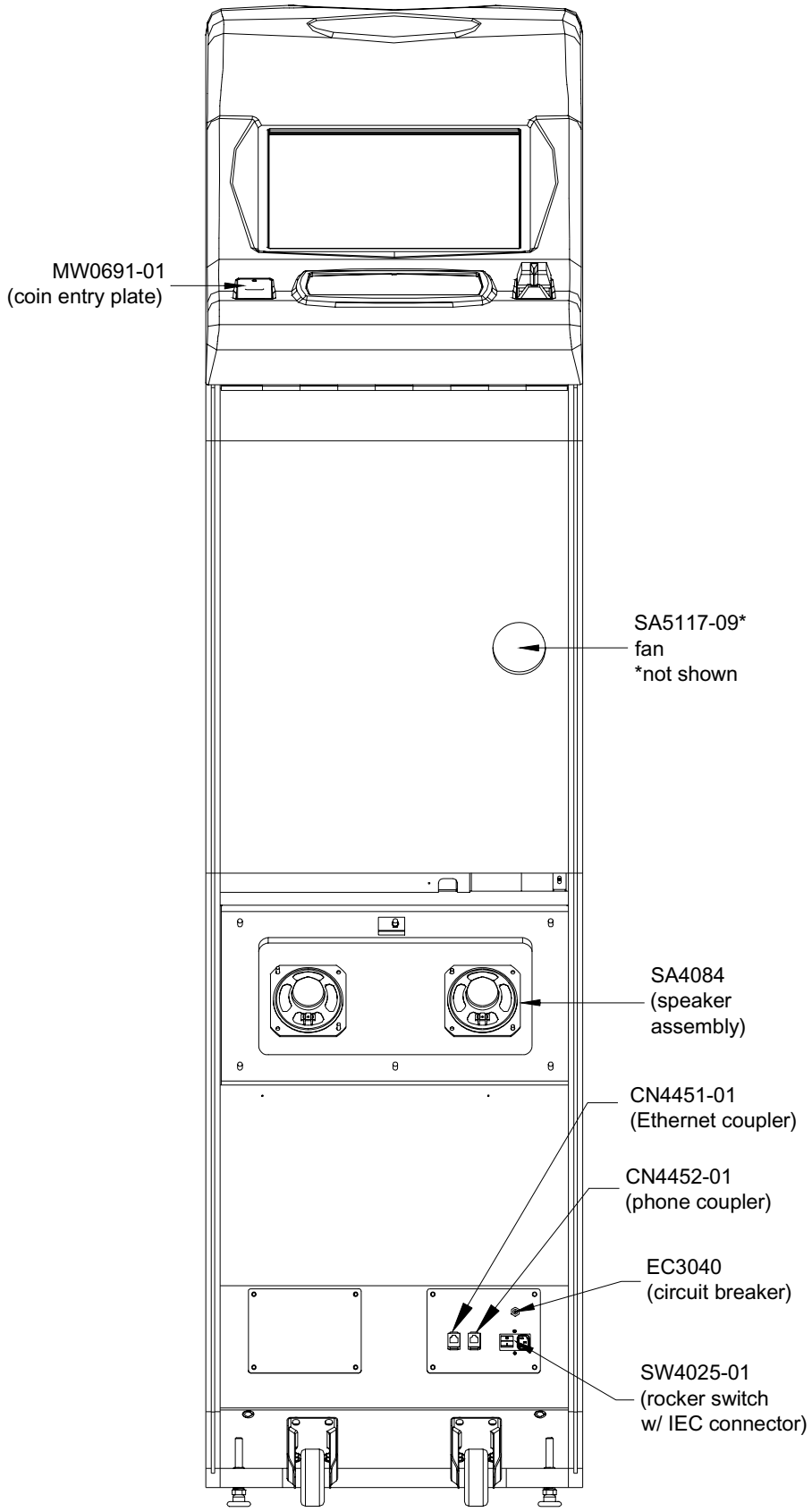

MEGATOUCH FUSION ION WITHOUT ELECTRONICS BOX

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Megatouch Champ

Dimensions: D - 18”; W - 20”; H - 15.25”
Shipping weight: 90 lbs.

Motherboard Information

ECS

Touchscreen Type

Microtouch

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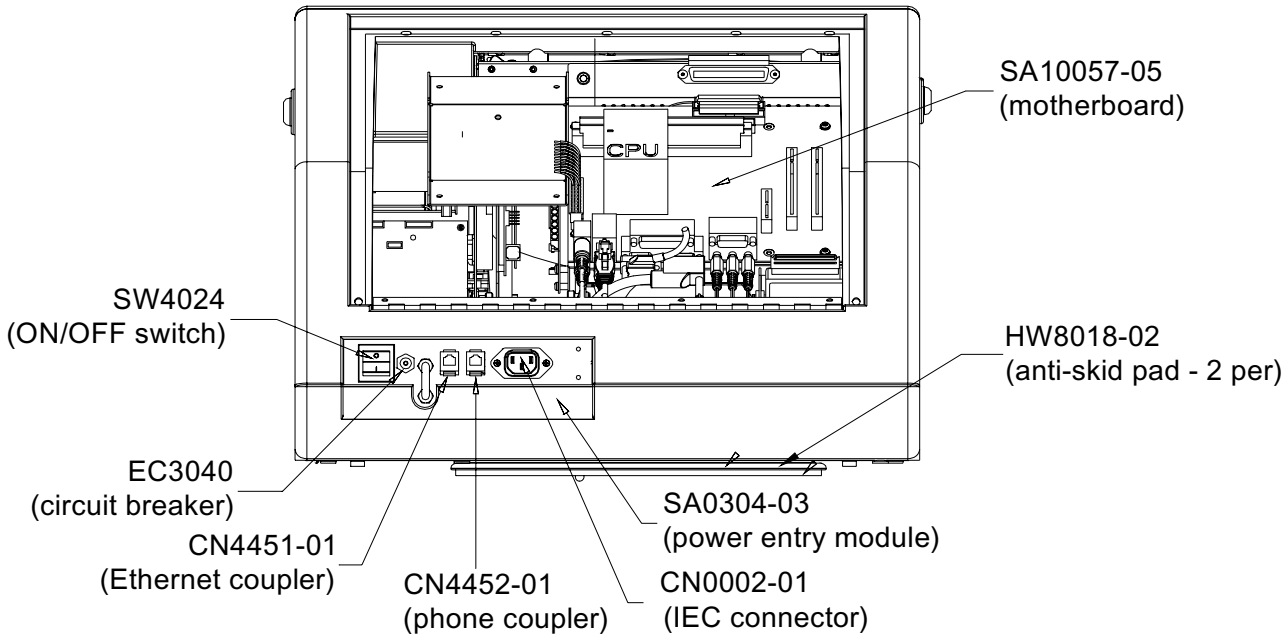

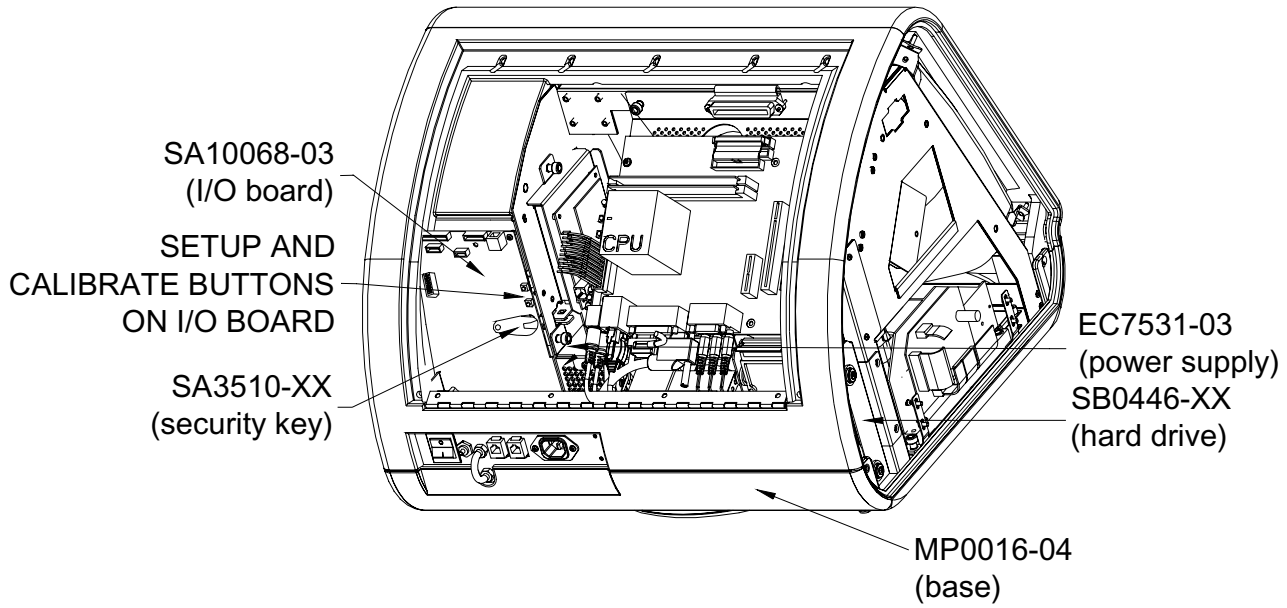

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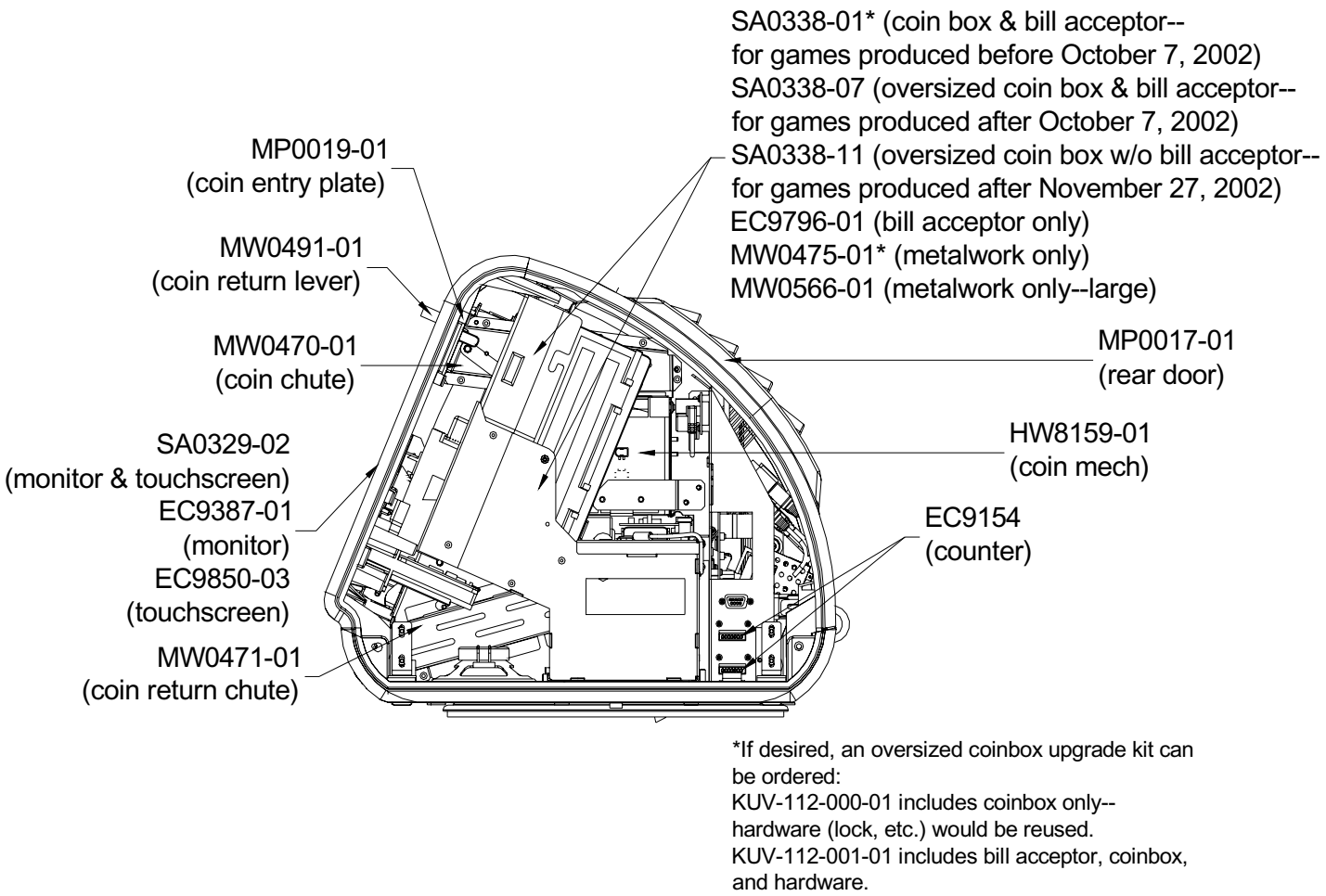
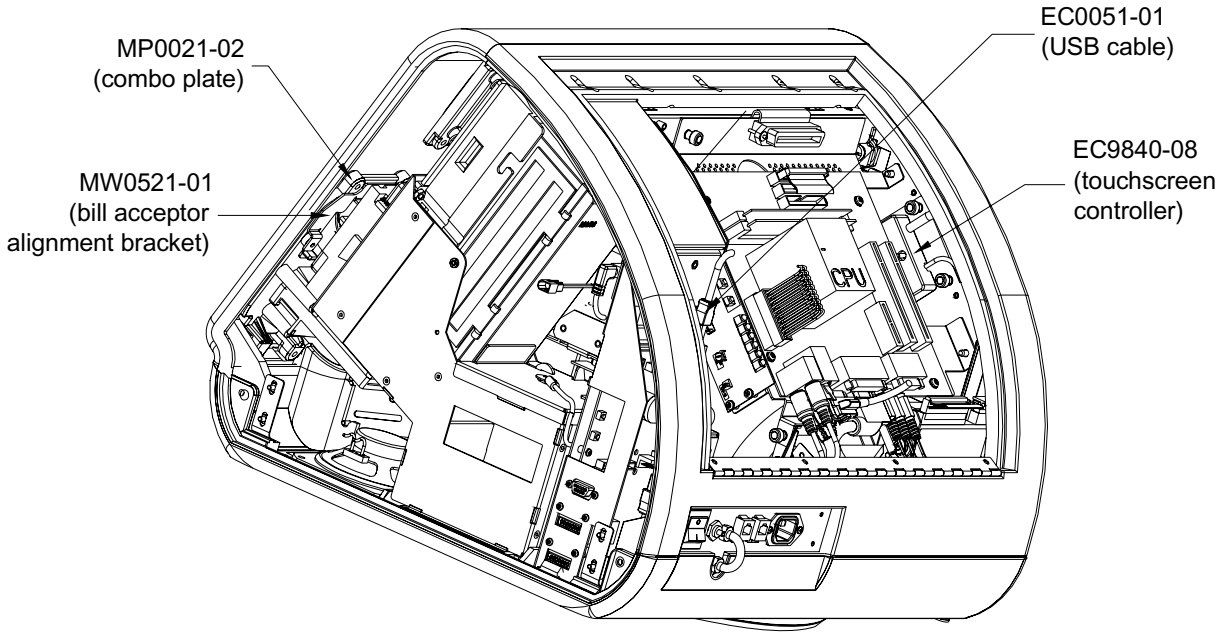


*If desired, an oversized coinbox upgrade kit can be ordered:
KUV-112-000-01 includes coinbox only--hardware (lock, etc.) would be reused.
KUV-112-001-01 includes bill acceptor, coinbox, and hardware.



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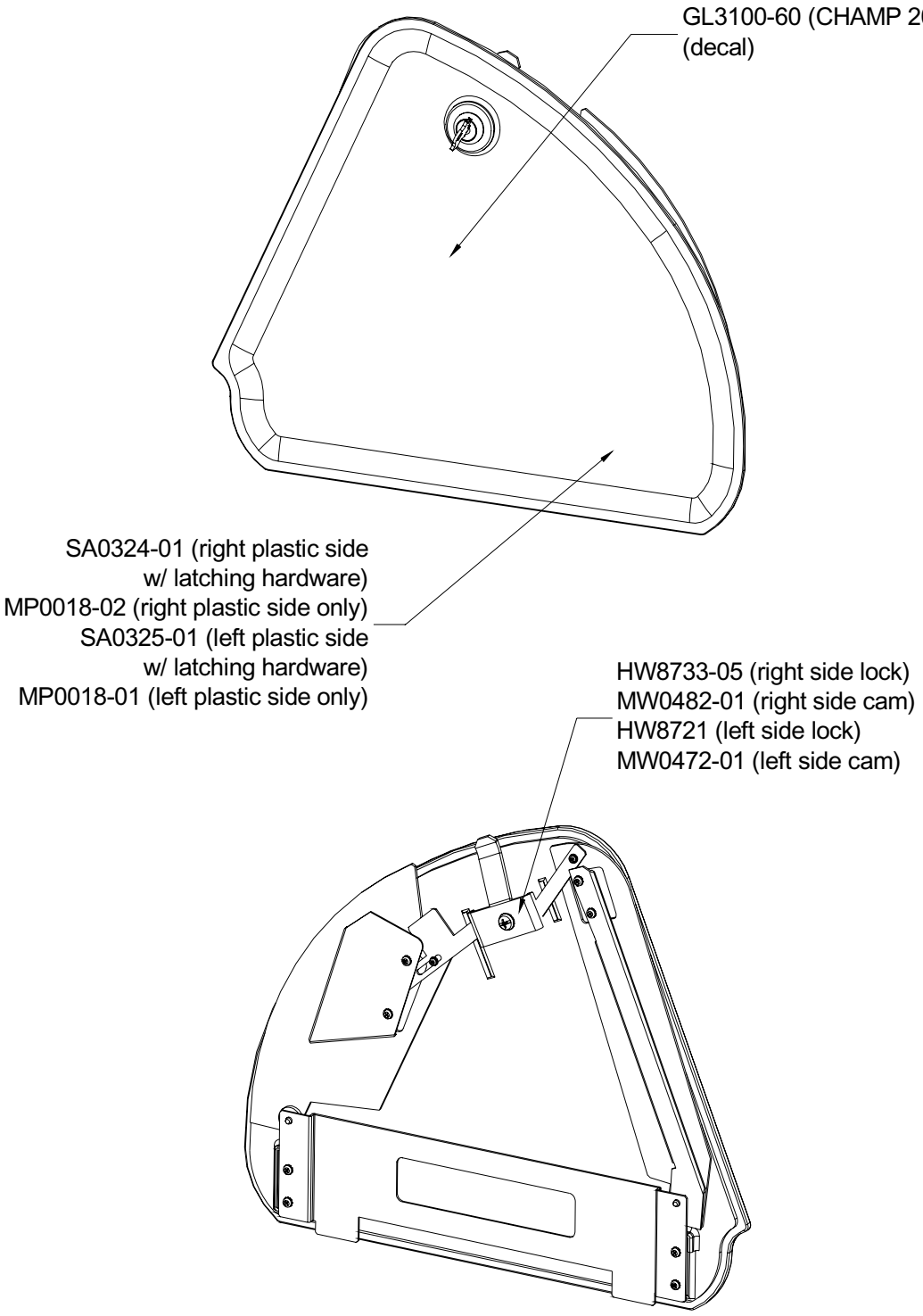

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Item	Description
CN0002-01	FEMALE 320 IEC POWER INLET CONNECTOR W/FLANGE
CN0003-01	10 POSITION MODU CONNECTOR HOUSING
CN0004-01	FEMALE CONNECTOR PIN, MODU STYLE
CN0009-01	FEMALE CONNECTOR PIN, 20-24 AWG
CN0011-01	DUAL ROW, 2x2 PIN MICRO-FIT RECEPTACLE
CN0013-02	12-PIN FEMALE INSULATION DISPLACEMENT CONNECTOR, 24 AWG
CN0013-03	7-PIN FEMALE INSULATION DISPLACEMENT CONNECTOR, 24 AWG
CN0013-04	6-PIN FEMALE INSULATION DISPLACEMENT CONNECTOR, 24 AWG
CN0013-06	4-PIN FEMALE INSULATION DISPLACEMENT CONNECTOR, 24 AWG
CN0013-07	2-PIN FEMALE INSULATION DISPLACEMENT CONNECTOR, 24 AWG
CN0019-01	MALE CONNECTOR PIN, 20-24 AWG
CN0020-02	DUAL ROW, 2x2 PIN MICRO-FIT MALE PLUG
CN0033-01	HEADER CONNECTOR WITH LOCK, 8-PIN, .10 CENTER
CN0034-01	HEADER RECEPTACLE, 8-PIN, .10 CENTER
CN0037-01	SINGLE ROW, 1x2 PIN MICRO-FIT RECEPTACLE
CN0038-01	SINGLE ROW, 1x2 PIN MICRO-FIT PLUG
CN0039-01	FEMALE FOLDED BEAM PIN
CN0040-01	2-PIN FEMALE SHROUDED HEADER RECEPTACLE
CN1000	MALE PIN, .062
CN1001	MALE PIN, .062, 24-30 AWG
CN1100	FEMALE PIN, .062
CN1652-01	20-PIN CONNECTION RECEPTACLE, MINI-FIT JR.
CN1655-01	20-PIN CONNECTION PLUG, MINI-FIT JR.
CN2000	PANEL MOUNT 2-POSITION CONNECTOR PLUG FOR .062 PIN
CN2001-02	4-PIN FEMALE PLUG FOR DISK DRIVE
CN2001-03	4-PIN MALE PLUG FOR DISK DRIVE
CN2003-01	4-PIN MALE PLUG, .098 CENTER
CN2003-02	4-PIN FEMALE PLUG, .098 CENTER
CN2020	3-POSITION MALE PLUG, .062
CN2075	9-POSITION MALE PLUG, .062
CN2150	2-POSITION FEMALE RECEPTACLE, .062
CN2170	3-POSITION FEMALE RECEPTACLE, .062
CN3000	MALE PIN, .093
CN3001-02	FEMALE PIN FOR DISK DRIVE
CN3001-03	MALE PIN FOR DISK DRIVE, .084 DIAMETER
CN3002-01	MALE PIN FOR .098 CENTER RECEPTACLE
CN3002-02	FEMALE PIN FOR .098 CENTER RECEPTACLE
CN3100	FEMALE PIN, .093
CN3980	1-PIN MALE PLUG, .093
CN4140	1-PIN FEMALE RECEPTACLE, .093
CN4304	PIN, 22AWG TO 30AWG (BRAZIL)
CN4308-02	HIGH-PRESSURE PIN FOR MARS BILL STACKER HARNESS, 22-26AWG
CN4451-01	8-POSITION RJ-45 COUPLER, RIGHT ANGLE, PANEL MOUNTING
CN4452-01	8-POSITION RJ-11 COUPLER, RIGHT ANGLE, PANEL MOUNTING
CN4452-02	RJ-11 COUPLER WITH 4 CONDUCTORS
CN4453-01	8-POSITION RJ-45 INLINE CROSSOVER COUPLER
CN4888-01	4-PIN, SINGLE-ROW RECEPTACLE, MINI-FIT
CN4905	2x5 PIN CONNECTOR, 0.1 CENTER
CN4905-03	2x8 PIN CONNECTOR, 0.1 CENTER
CN4908-01	2x6 PIN RECEPTACLE, .1 CENTER
CN5037	6-POSITION, .100 PITCH HEADER, FEMALE
CN5075-02	HEADER RECEPTACLE, 10-PIN, .1 CENTER

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Item	Description
CN6053-02	KEY PLUG FOR AMP RECEPTACLE
CN6091	6-PIN RECEPTACLE, .156 CENTER HEADER
CN6117	FEMALE PIN, .165 HEADER RECEPTACLE, CHAIN
CN6119	MALE PIN, 18-24 AWG, MINI-FIT
CN6130-02	CONNECTOR PIN, .156 HEADER RECEPTACLE, REEL
CN6161	5-PIN RECEPTACLE .156 CENTER HEADER
CN7500	METRIMATE PIN, MALE, 20-24 AWG
CN7501	METRIMATE PIN, FEMALE, 20-24 AWG
CN7507	12-PIN METRIMATE RECEPTACLE
CN7508	12-PIN METRIMATE PLUG
CN8010	FAST-ON RECEPTACLE, .110, 18-22 AWG
CN8056	FAST-ON RECEPTACLE, .19, 14-16 AWG
CN8104	RIGHT ANGLE FAST-ON RECEPTACLE, .25
CN8109	FAST-ON RECEPTACLE, .25, 18-22 AWG
CN8111	FAST-ON RECEPTACLE, .25, 14-16 AWG
CN8113-01	FAST-ON RECEPTACLE, .25, 10-12 AWG
CN8114-01	PIGTAIL SPLICE HARNESS, 10-16 AWG
CN8115-01	# 6 STUD RING TERMINAL, 18-22 AWG
CT0034-01	RADION SHIPPING CARTON
CT0059-01	FUSION SHIPPING CARTON
CT0060-01	EVO SHIPPING CARTON
CT0066-01	EVO WALLETTE SHIPPING CARTON
CT0071-02	ELITE EDGE SHIPPING CARTON
CT0075-01	20"L x 13"W x 3.5"DEEP SHIPPING CARTON
CT0076-01	MONEY SHOOT SHIPPING CARTON
CT4002-01	4"W x 6"L x .004"THICK ANTI-STATIC BAG
EC0023-08	40.XXGB HARD DRIVE
EC0049-02	ECS MOTHERBOARD
EC0051-01	14" USB I/O CABLE FOR RADION
EC0053-03	17 5/8"L, 40-PIN/80 CONDUCTOR RIBBON CABLE
EC0053-04	6"L, 40-PIN/80 CONDUCTOR RIBBON CABLE
EC0056-01	64MB, DIMM, SDRAM MEMORY
EC0057-01	14" RIGHT ANGLE 3.5MM MALE TO RIGHT ANGLE 3.5MM MALE STEREO CABLE
EC0057-02	5" RIGHT ANGLE 3.5MM MALE TO RIGHT ANGLE 3.5MM MALE STEREO CABLE
EC0059-01	17" SERIAL MODEM CABLE
EC0072-02	2' CATEGORY 5 UNSHIELDED TWISTED PAIR LINE/PATCH CORD
EC0072-03	3' CATEGORY 5 UNSHIELDED TWISTED PAIR LINE/PATCH CORD
EC0072-04	5' CATEGORY 5 UNSHIELDED TWISTED PAIR LINE/PATCH CORD
EC0072-07	16.5" CATEGORY 5 UNSHIELDED TWISTED PAIR LINE/PATCH CORD
EC0072-10	10' CATEGORY 5 UNSHIELDED TWISTED PAIR LINE/PATCH CORD
EC0074-05	24" RJ-11 PHONE CABLE
EC0092-02	POWER ENTRY ASSEMBLY FOR EVO
EC0093-01	DC POWER PIGTAIL HARNESS FOR SAMSUNG SMART PANEL LCD
EC0094-01	16" USB I/O CABLE
EC0096-01	28" VGA CABLE FOR EVO
EC0096-03	104" VGA CABLE FOR MONEY SHOOT
EC0097-01	21" OSD CABLE FOR EVO
EC0097-02	36" OSD CABLE FOR FUSION
EC0098-03	36" MODEM CABLE FOR FUSION
EC0099-01	7" FAN ASSEMBLY
EC0100-01	SNAP-IN MOUNTING COUNTER ASSEMBLY, 12V
EC0101-01	DUAL FLAT PANEL SPEAKER ASSEMBLY FOR EVO

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Item	Description
EC0102-01	SETUP AND CALIBRATE CABLE FOR EVO
EC0102-03	108" SETUP AND CALIBRATE CABLE FOR MONEY SHOOT
EC0104-01	27" ELECTRONIC COIN REJECTOR HARNESS
EC0105-01	WATCHDOG/POWER-ON HARNESS
EC0107-01	3" +5VDC MATING HARNESS
EC0109-02	4" AC LINE JUMPER WIRE
EC0109-03	6" AC LINE JUMPER WIRE
EC0109-05	6" NEUTRAL JUMPER WIRE
EC0110-01	59" DUAL SPEAKER HARNESS FOR FUSION
EC0111-02	13" COUNTER EXTENSION HARNESS FOR FUSION
EC0117-01	7" EARTH GROUND CABLE
EC0134-01	12" MODEM AUDIO CABLE FOR MONEY SHOOT
EC0135-01	MAGNETIC/SENSOR KEY SWITCH HARNESS FOR MONEY SHOOT
EC0136-01	8OHM SPEAKER ASSEMBLY FOR MONEY SHOOT
EC0137-01	80" MODEM CABLE FOR TITAN I/O BOARD
EC0138-01	SR5/HOPPER DATA JUMPER HARNESS FOR MONEY SHOOT
EC0139-01	ECS MOTHERBOARD
EC0140-03	DALLAS KEY READER
EC0142-01	56K MODEM
EC0143-01	DUAL DALLAS KEY READER EXTENSION HARNESS FOR MONEY SHOOT
EC0145-01	2.5" 40GB HARD DRIVE
EC0146-01	128MB SDRAM DIMM
EC0148-01	USB WIRELESS LAN MODULE
EC0149-01	22" DUAL USER INTERFACE USB CABLE
EC0150-01	7" USB I/O CABLE
EC0150-02	12" USB I/O CABLE
EC0151-01	ATX EXTENSION & DC JUMPER ASSEMBLY
EC0152-01	TOUCHSCREEN/LCD POWER CABLE
EC0153-01	13.5" MODEM BOARD CABLE
EC0153-02	22.5" MODEM BOARD CABLE
EC0154-01	WATCHDOG TIMER CABLE
EC0155-01	18" RJ-11 MODEM CABLE TO 2-PIN FEMALE IDC RECEPTACLE
EC0155-02	21.5" RJ-11 MODEM CABLE TO 2-PIN FEMALE IDC RECEPTACLE
EC0156-01	5" 10-PIN CONNECTOR TO 10-PIN CONNECTOR CABLE
EC0156-02	14" 10-PIN CONNECTOR TO 10-PIN CONNECTOR CABLE
EC0156-03	9" 10-PIN CONNECTOR TO 10-PIN CONNECTOR CABLE
EC0156-04	60" 10-PIN CONNECTOR TO 10-PIN CONNECTOR CABLE
EC0157-01	2.5" IDE ADAPTER CABLE
EC0158-01	26" USB TOUCHSCREEN CONTROLLER CABLE
EC0162-01	CURRENCY MODULE AC/STACKER CABLE
EC0163-01	AC/STACKER CABLE
EC0164-01	AC HARNESS ASSEMBLY FOR FUSION
EC0165-01	22" PLAYER IDENTIFICATION CABLE
EC0165-02	35" PLAYER IDENTIFICATION CABLE
EC0167-01	31" DUAL FAN POWER CABLE
EC2001	MULTI-CONDUCTOR SJT JACKETED POWER CORDSET, 18 AWG
EC2004-02	2 METER MULTI-CONDUCTOR SJT JACKETED POWER CORDSET FOR UK
EC2011-06	71" INTERNATIONAL IEC POWER CORDSET
EC2015-05	12" INTERNATIONAL POWER CORD WITH ANGLED C13 CONNECTOR
EC2018-01	SJT JACKETED POWER LINE CORD WITH RIGHT ANGLE IEC CONNECTOR
EC2198-01	12" RIBBON CABLE WITH CENTRONICS, HEADER AND POWER CONNECTOR
EC2198-03	7" RIBBON CABLE WITH CENTRONICS, HEADER AND POWER CONNECTOR

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Megatouch Ion Parts List

Item	Description
EC2198-05	4.5" RIBBON CABLE WITH CENTRONICS, HEADER AND POWER CONNECTOR
EC2511-02	3/4"W BLACK ELECTRICAL TAPE
EC2659	.06"DIAM. HEAT SHRINK BLACK TUBING
EC2660	.25"DIAM. HEAT SHRINK BLACK TUBING
EC2661	3/8" HEAT SHRINK BLACK TUBING
EC3040	2 AMP, PANEL MOUNTING CIRCUIT BREAKER
EC5001-01	MAGNET SENSOR
EC6913-02	.105 TO .180" CABLE DIAM., BROAD BAND, SNAP-ON FERRITE CORE
EC6913-04	.300 TO .390" CABLE DIAM., BROAD BAND, SNAP-ON FERRITE CORE
EC6914-02	1 .417"OUTSIDE DIAM. x .95"INSIDE DIAM., BROAD BAND, SOLID FERRITE CORE
EC6914-03	.735" OUTSIDE DIAM. x .4" INSIDE DIAM., BROAD BAND, SOLID FERRITE CORE
EC6914-04	.562"OUTSIDE DIAM. x .286"INSIDE DIAM., BROAD BAND, SOLID FERRITE CORE
EC6919-01	.25" DIAM. CABLE OPENING, BROAD BAND, BOX SNAP-ON FERRITE CORE
EC7529-02	63 WATT, +12VDC, SWITCHING POWER SUPPLY, OPEN FRAME
EC7531-02	110 WATT POWER SUPPLY
EC7531-03	110 WATT POWER SUPPLY WITH MERIT LABEL
EC7536-01	ENHANCE 125 WATT SWITCHING POWER SUPPLY
EC7538-01	SPARKLE 200 WATT SWITCHING POWER SUPPLY
EC7538-02	ENHANCE 200 WATT SWITCHING POWER SUPPLY
EC9154	12 VOLT FROG EYE MOUNTING COUNTER
EC9225	6 RING LUG, 16 TO 22 AWG, INSULATED
EC9229	6 RING LUG, 14 TO 16 AWG, INSULATED
EC9229-02	4 RING LUG, 14 TO 16 AWG, INSULATED
EC9237	10 RING LUG, 14 TO 16 AWG, INSULATED
EC9238	10 RING LUG, 16 TO 22 AWG, INSULATED
EC9250	4"DIAM. ,8-OHM SPEAKER
EC9253-02	3"DIAM., 3 WATT, 8-OHM SHIELDED SPEAKER
EC9304-05	3 AMP IEC 320 LINE FILTER WITH .250 FAST-ON CONNECTORS
EC9384-02	SEC,17.00DSPL,LCD
EC9387-01	15" VGA MONITOR
EC9388-01	SAMSUNG 15" INTEGRATED LCD
EC9401-09	21 CUBIC FEET PER MINUTE CPU FAN, (DOUBLE) BALL BEARING SOCKET 370
EC9401-10	11.2 CUBIC FEET PER MINUTE CPU FAN
EC9403-01	52 MILLIMETER, 12 VOLT, 10 CUBIC FEET PER MINUTE FAN
EC9404-01	12 VOLT, 25 CUBIC FEET PER MINUTE 60 MILLIMETER FAN
EC9405-01	50 MILLIMETER, BALL BEARING, 12 VOLT, 15.5 CUBIC FEET PER MINUTE FAN
EC9629-01	1£ (UK) MINI HOPPER FOR MONEY SHOOT
EC9702-00	NV4 SMILEY BILL ACCEPTOR WITH 300 NOTE STACKER
EC9702-09	5£, 10£ & 20£ STERLING BILL ACCEPTOR FOR UK
EC9796-01	$1, $2 & $5 BILL ACCEPTOR WITH 500 NOTE STACKER
EC9796-04	$1, $2 & $5 BILL ACCEPTOR WITH 300 NOTE STACKER
EC9840-08	MICROTOUCH TOUCHSCREEN CONTROLLER WITH RIGHT ANGLE
EC9840-10	TOUCHSCREEN CONTROLLER WITH 144" LONG CABLE
EC9846-01	USB TOUCHSCREEN CONTROLLER
EC9850-06	15" FLAT TOUCHSCREEN
EC9850-10	CURVED 15" TOUCHSCREEN OVERLAY
EC9851-02	17" FLAT TOUCHSCREEN
EC9851-03	17" FLAT TOUCHSCREEN WITH MODIFIED RING TERMINAL
EC9851-04	17" FLAT TOUCHSCREEN
EC9851-05	17" FLAT TOUCHSCREEN
GL0023-03	STACKER DOME FOR RADION
GL0034-09	ION 2006 MARQUEE FOR REDESIGNED FUSION

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Item	Description
GL0035-01	"SYSTEMS MEGATOUCH" DECAL FOR FUSION
GL0037-01	FRONT CLEAR MARQUEE FOR FUSION, .25"THICK
GL0037-02	BACK CLEAR MARQUEE FOR FUSION, .10"THICK
GL0038-01	CLEAR MARQUEE FOR EVO
GL0039-01	MERIT INDUSTRIES, INC. NAMEPLATE
GL0039-02	MERIT INDUSTRIES, INC. NAMEPLATE
GL0040-01	BILL ACCEPTOR COVER DECAL FOR FUSION
GL0044-01	LEFT SIDE PANEL DECAL FOR FUSION
GL0044-02	RIGHT SIDE PANEL DECAL FOR FUSION
GL0057-01	MEGATOUCH MONEY SHOOT MARQUEE
GL3100-59	ION 2006 DECAL FOR ELITE EDGE
GL3100-60	CHAMP 2006 DECAL FOR RADION
HW0038-01	3/4"WIDE, STRAPPING TAPE, REINFORCED GLASS FILAMENT
HW0041-01	HEAVY DUTY MAGNETIC TAPE, 1"WIDE x 1/16"THICK, PRESSURE SENSITIVE
HW0052-01	MONITOR ADJUSTMENT PANEL, 6"L x 2-3/8"W x 1/16"THICK
HW0053-01	14-7/16"L x 5/8"W x 1/16"THICK KYDEX STRIP WITH 1/4"DIAM. MOUNTING HOLES
HW0053-02	2"L x 5/8"W x 1/16"THICK KYDEX STRIP, FRONT BEZEL SPACER
HW0055-02	5 x 3.5" FAN GUARD WITH STAGGERED HOLE PATTERN FOR RADION
HW0068-01	LOCK CAM, 1-13/16"L x 5/8"W x 5/64"THICK
HW0081-03	7.5"L COATED WIRE CABLE WITH RING LUGS
HW0081-04	11.75"L COATED WIRE CABLE WITH RING LUGS
HW0081-06	14.5"LONG CABLE ASSEMBLY, COATED WIRE, RING LUGS
HW0085	SLEEVING, BRAIDED, 1/4 TO 3/4"DIAM.
HW0085-03	SLEEVING, BRAIDED, .13 TO .44"DIAM.
HW0098-02	NO. 6 x 3/8"L PAN HEAD PHILLIPS THREAD FORMING SCREW
HW0098-03	NO. 6 x 5/8"L PAN HEAD PHILLIPS THREAD FORMING SCREW
HW0098-04	NO. 6 x 1/2"L PAN HEAD PHILLIPS THREAD FORMING SCREW
HW0117-01	2-3/8"L x 2-3/8"W FAN GUARD FOR 60 MILLIMETER FAN
HW0127-01	FLUORESCENT LAMP COVER FOR ELITE EDGE, COLD CATHODE
HW0128-01	SPRING SNAP, 5/16" OPENING x 2-3/8" OVERALL LENGTH, LOAD RATED
HW0130-01	HOPPER POWER SUPPLY SAFETY COVER FOR MONEY SHOOT
HW0270-01	4 x 4" MOUNTING BRACKET, L-SHAPE
HW0300-01	END CAP, COIN RETURN CHUTE FOR MONEY SHOOT
HW0301-01	COIN KICKOVER, COIN RETURN CHUTE FOR MONEY SHOOT
HW0302-01	LIGHT BLOCKING COVER, MARQUEE FOR MONEY SHOOT
HW0304-01	LOCK COVER FOR MONEY SHOOT
HW0305-01	LEFT COASTER FOR MONEY SHOOT
HW0305-02	RIGHT COASTER FOR MONEY SHOOT
HW0306-01	PRESSURE SENSITIVE ADHESIVE FOR MONEY SHOOT SPEAKER GRILLE
HW0307-01	PLASTIC GASKET FOR MEGATOUCH WALLETTE BILL ACCEPTOR
HW0308-01	GASKET MARQUEE FOR MONEY SHOOT
HW0309-01	2-1/4" LEG LEVELER, 3/8-16 SCREW SIZE WITH TWO 3/8-16 NUTS
HW0311-01	1"L x 1/2" MODIFIED HEX STANDOFF, FEMALE, 10-32 SCREW SIZE
HW0313-01	10-32 x 1/2"L CARRIAGE BOLT
HW0314-01	COIN PAYOUT BIN STOP FOR MONEY SHOOT
HW0318-01	ROUND GASKET FOR JOYSTICK BUTTONS
HW0901-02	4"L x 1-1/4"W x 11/64"THICK PRESSURE SENSITIVE ADHESIVE, FORMEX
HW0903-01	SAFETY COVER FOR ELITE EDGE
HW0904-01	6"L x 4"W x .02"THICK FORMEX INSULATION
HW1040-02	8-32 x 1-1/2"L CARRIAGE BOLT, BLACK
HW1101	10-24 x 1/2"L CARRIAGE BOLT, BLACK
HW1107	10-24 x 1"L CARRIAGE BOLT, BLACK

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Item	Description
HW1107-04	10-24 x 3/4"L CARRIAGE BOLT, BLACK
HW1107-05	10-24 x 5/8"L CARRIAGE BOLT, BLACK
HW1110	10-24 x 1-1/4"L CARRIAGE BOLT, BLACK
HW1111	10-24 x 1-1/2"L CARRIAGE BOLT, BLACK
HW1114	10-24 x 2"L CARRIAGE BOLT, BLACK
HW1243-01	6-32 x 1/2"L HEX WASHER HEAD SLOTTED MACHINE SCREW
HW1253-01	5/16-18 x 2-1/2"L HEX BOLT
HW1303	1/4-20 x 1-1/4"L CARRIAGE BOLT, BLACK
HW1310	1/4-20 U BOLT, 1-1/4" INSIDE BOLT HEIGHT, 3/4" INSIDE SPAN
HW1310-03	1/4-20 U BOLT, 1-3/4" INSIDE BOLT HEIGHT, 3/4" INSIDE SPAN
HW1332-01	3/8-16 x 2"L HEX BOLT
HW1340-03	1/4-20 x 4"L EYE BOLT
HW1346	KEY HOOK
HW1360	1/4 x 3-3/4"L LAG EYE BOLT
HW1370-02	1/4-20 SCREW SIZE EXPANSION LAG SHIELD
HW1380	1/4-20 TOGGLE WING NUT FOR HOLLOW WALLS
HW1502-01	1/4 TO 1/2" SHAFT DIAMETER x 1-5/16 (OVERALL) LENGTH COTTER PIN
HW2070-02	1/4 DIAM. WIRE CLIP
HW3010-02	ROUND 3/16" SHAFT DIAMETER PUSH-ON NUT
HW3050	4-40 KEPNUT
HW3070-01	2-56 HEXNUT
HW3075	4-40 HEXNUT, NYLON
HW3101-02	10-24 ACORN NUT
HW3101-03	3/8-16 ACORN NUT
HW3149	6-32 HEXNUT
HW3150	6-32 KEPNUT
HW3151	6-32 THUMB NUT, NYLON
HW3162	6-32 HEX LOCKNUT
HW3201	8-32 KEPNUT
HW3225	8-32 HEX LOCKNUT
HW3226-02	THIN 10-32 HEX LOCKNUT
HW3252	10-24 KEPNUT
HW3255-02	10-32 HEXNUT
HW3256	10-24 HEX LOCKNUT
HW3300	1/4-20 HEXNUT
HW3301	1/4-20 KEPNUT
HW3301-03	3/8-16 KEPNUT
HW3302	THIN 1/4-20 HEX LOCKNUT
HW3303-01	6-32 x 1/2"L CARRIAGE BOLT
HW3304-01	6-32 x 1"L CARRIAGE BOLT, BLACK
HW3304-03	6-32 x 3/4"L CARRIAGE BOLT, BLACK
HW3304-04	6-32 x 13/16"L CARRIAGE BOLT, BLACK
HW3307-02	3/8-16 x 3"L CARRIAGE BOLT, BLACK
HW3307-03	3/8-16 x 4"L CARRIAGE BOLT, BLACK
HW3307-04	3/8-16 x 1"L CARRIAGE BOLT, BLACK
HW3780	SEMS 8-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW3780-02	SEMS 8-32 x 3/16"L PAN HEAD PHILLIPS MACHINE SCREW
HW3780-08	SEMS 8-32 x 1-1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW3802-01	M3,5 x 10MM L PAN HEAD PHILLIPS MACHINE SCREW
HW4001-05	2-56 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4052	4-40 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4052-03	4-40 x 1/2"L PAN HEAD PHILLIPS MACHINE SCREW

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Megatouch Ion Parts List

Item	Description
HW4052-05	4-40 x 5/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4101	4-40 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4103-01	4-40 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW, BLACK
HW4103-02	4-40 x 1"L PAN HEAD PHILLIPS MACHINE SCREW, BLACK
HW4104	SEMS 4-40 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4105-01	SEMS 4-40 x 3/16"L PAN HEAD PHILLIPS MACHINE SCREW
HW4161-02	NO. 4 x 3/8"L PAN HEAD PHILLIPS SHEET METAL SCREW, BLACK
HW4161-03	NO. 4 x 1/4"L PAN HEAD PHILLIPS SHEET METAL SCREW
HW4163	4-40 WITH 5/16"L 3/16 HEX JACK SCREW KIT
HW4201	SEMS 6-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4206	6-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4207	6-32 x 1/4"L PAN HEAD PHILLIPS SHEET METAL SCREW, BLACK
HW4209-02	NO. 4 x 3/8"L PAN HEAD PHILLIPS THREAD FORMING SCREW
HW4249	SEMS 6-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4252	6-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW, BLACK
HW4254	6-32 x 3/8"L FLAT HEAD PHILLIPS MACHINE SCREW, UNDERCUT HEAD
HW4254-02	6-32 x 1/2"L FLAT HEAD PHILLIPS MACHINE SCREW, UNDERCUT HEAD
HW4301	6-32 x 1/2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4303	SEMS 6-32 x 1/2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4341	6-32 x 7/16"L PAN HEAD PHILLIPS MACHINE SCREW
HW4343	SEMS 6-32 x 5/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4367	6-32 x 1"L PAN HEAD PHILLIPS MACHINE SCREW
HW4371-03	NO. 6 x 3/4"L PAN HEAD PHILLIPS SHEET METAL SCREW
HW4373	6-32 x 2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4392	8-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4393	SEMS 8-32 x 1/2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4393-03	SEMS 8-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4395	8-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4396-02	8-32 x 1-1/2"L PAN HEAD PHILLIPS MACHINE SCREW, BLACK
HW4398	8-32 x 1/2"L FLAT HEAD PHILLIPS MACHINE SCREW
HW4398-03	8-32 x 1-1/8"L FLAT HEAD PHILLIPS MACHINE SCREW
HW4401	NO. 8 x 1/2"L PAN HEAD PHILLIPS SHEET METAL SCREW
HW4402	NO. 8 x 1/2"L PAN HEAD PHILLIPS SHEET METAL SCREW, BLACK
HW4402-02	NO. 8 x 1"L PAN HEAD PHILLIPS SHEET METAL SCREW, BLACK
HW4405-01	10-32 x 3/4"L ROUND HEAD PHILLIPS MACHINE SCREW
HW4426	THREAD CUTTING 8-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4426-02	THREAD CUTTING 8-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4433-01	NO. 6 x 1/4"L FLAT HEAD PHILLIPS THREAD FORMING SCREW
HW4446-03	NO. 6 x 3/4"L FLAT HEAD PHILLIPS WOOD SCREW
HW4446-04	NO. 6 x 1-1/2"L FLAT HEAD PHILLIPS WOOD SCREW
HW4450	NO. 8 x 1-1/2"L FLAT HEAD PHILLIPS WOOD SCREW
HW4454-01	NO. 10 x 1/2"L ROUND HEAD SLOTTED WOOD SCREW
HW4471-03	LOCKING 6-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4472-01	LOCKING 8-32 x 3/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4477	SEMS 10-24 x 1/2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4484-01	SEMS 10-32 x 3/8"L PAN HEAD PHILLIPS MACHINE SCREW
HW4487	NO. 10 x 5/8"L PAN HEAD PHILLIPS SHEET METAL SCREW
HW4496-05	10-32 x 1-3/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4496-06	10-32 x 1-1/4"L PAN HEAD PHILLIPS MACHINE SCREW
HW4496-07	10-32 x 1-1/2"L PAN HEAD PHILLIPS MACHINE SCREW
HW4496-08	10-32 x 7/16"L PAN HEAD PHILLIPS MACHINE SCREW
HW4496-09	10-32 x 5/8"L PAN HEAD PHILLIPS MACHINE SCREW

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Item	Description
HW4501	6-32 x 1/4"L KNURLED HEAD THUMB SCREW WITH WASHER FACE, BRASS
HW4504-03	10-32 x 3/8"L TRUSS HEAD PHILLIPS MACHINE SCREW
HW4506-01	1/4-20 x 1/2"L TRUSS HEAD PHILLIPS MACHINE SCREW
HW4506-03	1/4-20 x 1-1/2"L TRUSS HEAD PHILLIPS MACHINE SCREW
HW4507-02	1/4-20 x 7/8"L FLAT HEAD PHILLIPS MACHINE SCREW
HW4509-01	THREAD CUTTING 10-32 x 13/16"L PHILLIPS SET MACHINE SCREW
HW4510-01	10-24 x 1-1/2"L TRUSS HEAD PHILLIPS MACHINE SCREW
HW4548-01	10-24 x 1"L SHOULDER, SHOULDER MACHINE SCREW
HW4571-01	4-40 x 5/16"L FLAT HEAD SOCKET CAP MACHINE SCREW
HW5051	#4 LOCK WASHER, EXTERNAL TOOTH
HW5073-03	3/8" FLAT WASHER, 13/32"INSIDE DIAM. x 1"OUTSIDE DIAM. x 3/32"THICK
HW5077-01	7/16 FLAT WASHER, 15/32"INSIDE DIAM. x 58/64"OUTSIDE DIAM. x 3/64"THICK
HW5101-01	1/4" FLAT WASHER, LIGHT, 9/32"INSIDE DIAM. x 5/8"OUTSIDE DIAM. x 1/16"THICK
HW5150	NO. 6 FLAT WASHER
HW5224	#8 FLAT STEEL WASHER, 3/16"INSIDE DIAM. x 7/16"OUTSIDE DIAM. x 3/64"THICK
HW5250	#10 FLAT STEEL WASHER, 7/32"INSIDE DIAM. x 1/2"OUTSIDE DIAM. x 3/64"THICK
HW5252-02	#10 FENDER WASHER, 13/64"INSIDE DIAM. x 3/4"OUTSIDE DIAM. x 3/64"THICK
HW5554-03	1/4" FENDER WASHER, 1-1/2"OUTSIDE DIAM. x 3/64"THICK
HW5556-02	3/8" FENDER WASHER, 1"OUTSIDE DIAM. x 1/16"THICK
HW5657-02	SHOULDER WASHER, .28"SHANK/SHOULDER DIAM. x .39"L
HW5993-01	#4-40 MALE TO FEMALE 1/4" HEX STANDOFF, 5/16"L
HW5999-01	SHOULDER SPACER, 1/4" SHOULDER DIAM. x .493"L
HW6003	NYLON SPACER, 3/16"L x 11/64"INSIDE DIAM. x 1/4"OUTSIDE DIAM.
HW6003-02	NYLON SPACER, 1/2"L x 11/64"INSIDE DIAM. x 1/4"OUTSIDE DIAM.
HW6011	ROUND SPACER, 7/8"L x 9/64"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6030	#6-32 BRASS STANDOFF, 1/4"OUTSIDE DIAM. x 2"L
HW6036-03	#6-32 MALE TO FEMALE STANDOFF, 1/4" HEX x 1/4"L
HW6039-02	#6-32 MALE TO FEMALE STAINLESS STEEL STANDOFF, 1 /4" HEX x 1"L
HW6041	FLAT NYLON WASHER, 1/16"THICK x 9/64"INSIDE DIAM. x 5/16"OUTSIDE DIAM.
HW6042-01	NYLON SPACER, 5/16"L x 3/16"INSIDE DIAM. x 3/8"OUTSIDE DIAM.
HW6042-07	NYLON SPACER, 1-1/16"L x 3/16"INSIDE DIAM. x 3/8"OUTSIDE DIAM.
HW6042-08	ROUND SPACER, NYLON, 1"L x 3/16"INSIDE DIAM. x 3/8"OUTSIDE DIAM.
HW6045-01	ROUND SPACER, NYLON, 1/2"L x 1/4"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6045-04	ROUND SPACER, NYLON, 31/64"L x 1/4"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6045-05	ROUND SPACER, NYLON, 9/64"L x 1/4"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6045-07	ROUND SPACER, NYLON, 1"L x 1/4"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6051-01	SPACER, 5/64"L x .168"INSIDE DIAM. x 1/4"OUTSIDE DIAM.
HW6054-01	NYLON SPACER, 1/8"L x 3/16"INSIDE DIAM. x 3/4"OUTSIDE DIAM.
HW6062-03	ROUND SPACER, 13/32"L x 3/4"INSIDE DIAM. x 7/8"OUTSIDE DIAM.
HW6065-01	CCW 180 DEGREE ANGLE TORSION SPRING, 2" LEG LENGTH
HW6066-01	CW 180 DEGREE ANGLE TORSION SPRING, 2" LEG LENGTH
HW6067-01	ROUND SPACER, NYLON, 1/4"L x 9/64"INSIDE DIAM. x 5/16"OUTSIDE DIAM.
HW6068-01	ROUND SPACER, NYLON, 3/8"L x 9/64"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6069-02	ROUND SPACER, NYLON, 17/32"L x 11/64"INSIDE DIAM. x 1/2"OUTSIDE DIAM.
HW6371-01	FLANGED BUSHING, 1/4"INSIDE DIAM.
HW7102-04	CONVOLUTED FOAM, 20"L x 13"W x 1-1/2"THICK
HW7901-01	PLASTIC TUBING, 14"L x 2-3/8"OUTSIDE DIAM.
HW7932-01	HOLE PLUG, BLACK, 2-1/2"SQ. INSIDE DIAM.
HW7933-01	YELLOW ROUND END RECTANGULAR CAP
HW7934-01	FINISHING PLUG, BLACK, 3/4"INSIDE DIAM.
HW8018-06	ANTI-SKID PAD
HW8039-01	PORON FOAM TAPE, 1-3/4"L x 1/2"W x 1/2"THICK

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Item	Description
HW8040-01	EMI & RFI ELECTRONIC ENCLOSURE, SIDE COVER FOR FUSION
HW8042-01	POWER ENTRY MODULE COVER FOR FUSION
HW8043-01	MONITOR BEZEL 3-POINT LOCK COVER FOR FUSION
HW8053-01	CLEAR VINYL BUMPER, 3/8"DIAM. x 5/32"HIGH
HW8056-01	RUBBER BUMPER WITH BUILT-IN 8-32 SCREW, 3/4"DIAM. x 7/16"THICK
HW8059-01	FRONT AND REAR BEZEL GASKET FOAM FOR RADION
HW8064-01	14" BEZEL GASKET FOR RADION
HW8067	DOUBLE-SIDED FOAM TAPE, BLACK, 1/2"WIDE x 1/32"THICK
HW8067-02	DOUBLE-SIDED FOAM TAPE, BLACK, 3/8"W x 1/8"THICK
HW8073	BLACK DOME (HOLE) PLUG, 1-1/2"DIAM.
HW8078	POLYESTER TAPE, BLACK, 1"W
HW8085	NYLON GROMMET, SLOTTED WALL, .06"THICK
HW8085-02	POLYETHYLENE GROMMET, SOLID WALL, .06"THICK
HW8085-03	POLYETHYLENE GROMMET, SOLID WALL, .06"THICK x 2-1/4"
HW8086	NEOPRENE TAPE, 1/2"W x .06"THICK
HW8087	NEOPRENE TAPE, 3/8"W x 3/16"THICK
HW8087-02	NEOPRENE TAPE, 3/8"W x 1/4"THICK
HW8087-03	NEOPRENE TAPE, 3/4"W x 3/16"THICK
HW8091-02	PCB CARD GUIDE, 3.89"L
HW8103	KAPTON TAPE, 1"W
HW8122-01	LOW TACK GLUE DOT
HW8159-01	$.25 COIN REJECTOR FOR THE USA
HW8227-04	SMALL COINBOX, PLASTIC OVER/UNDER COIN DOOR
HW8285	FRONT MOUNTING PLATE FOR MARS 330 ELECTRONIC COIN REJECTOR
HW8313-01	EXTENSION SPRING, STAINLESS STEEL, 1/4"OUTSIDE DIAM. x 1-3/4"L
HW8314-01	EXTENSION SPRING, STAINLESS STEEL, 1/4"OUTSIDE DIAM. x 3-1/2"L
HW8314-02	EXTENSION SPRING, 3/16"OUTSIDE DIAM. x 5/8"L
HW8317-00	PROGRAMMABLE TOP DROP FOR MARS 330 ELECTRONIC COIN REJECTOR
HW8319-00	FRONT DROP FOR MARS 330 ELECTRONIC COIN REJECTOR
HW8319-20	MARS 330 ELECTRONIC COIN REJECTOR WITH G13 INTERFACE
HW8327-01	EXTENSION SPRING, 3/16"OUTSIDE DIAM. x 1"L
HW8330	EXTENSION SPRING, 1/4"OUTSIDE DIAM. x 1-1/2"L
HW8339-01	5, 10, 20, 50 PENCE, 1 GBP AND 2 GBP COIN REJECTOR FOR UK
HW8342-01	COIN RUNDOWN CHUTE FOR SR5 ELECTRONIC COIN REJECTOR
HW8360-01	BLACK/CLEAR OVAL BEZEL USED WITH MONEY CONTROLS RUNDOWN/SR5
HW8401-02	FLUSH HANDLE POCKET PULL FOR .055 TO .07" PANEL MOUNTING, 3-1/4"L
HW8423-01	SAFETY CLIP FOR 10 MILLIMETER GAS SPRING BALL SOCKET END FITTING
HW8425-05	75 POUND GAS SPRING WITH 7-1/4"L STROKE
HW8425-08	75 POUND GAS SPRING WITH 8"L STROKE
HW8440-01	CLOSED END COMPRESSION SPRING, 5/8"OUTSIDE DIAM. x 2-21/32"L
HW8441-01	CLOSED END COMPRESSION SPRING, 31/64"OUTSIDE DIAM. x 7/8"L
HW8442-01	GAS SPRING MOUNTING BRACKET WITH BALL STUD, 2"W x 1.1"HIGH
HW8442-02	GAS SPRING MOUNTING BRACKET WITH BALL STUD, 2"W x 1.4"HIGH
HW8444-01	COMPRESSION SPRING, 3/8"OUTSIDE DIAM. x 1/4"L
HW8445-01	COMPRESSION SPRING, 13/32"OUTSIDE DIAM. x 3/8"L
HW8709-01	1-3/16"L CAM LOCK
HW8709-02	1"L CAM LOCK
HW8709-03	1/2"L CAM LOCK
HW8716	564 LOCK WITH 1 3/8"L BARREL AND STRIGHT CAM
HW8721	564 KEYED LOCK WITH 7/8"L BARREL AND JAM NUT MOUNTING
HW8727-02	KEYED DIFFERENT CAM LOCK, 1-3/8"L BARREL WITHOUT CAM, CAPTIVE KEY
HW8727-03	KEYED DIFFERENT CAM LOCK, 1-1/8"L BARREL WITHOUT CAM, CAPTIVE KEY

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Item	Description
HW8733-03	CAPTIVE & KEYED DIFFERENT .63"LONG BARREL LOCK WITHOUT CAM
HW8733-05	CAPTIVE & KEYED DIFFERENT 7/8"LONG BARREL LOCK WITHOUT CAM
HW8757	90 DEGREE BENT LOCK CAM
HW8810	TIE WRAP, REEL, .68" BUNDLE
HW8811	TIE WRAP, LOOSE, 11/16" BUNDLE
HW8812-01	TIE WRAP, HANKING, 1.1" BUNDLE
HW8820	TIE WRAP, 1-1/4" BUNDLE, #8 SCREW
HW8825	TIE WRAP, 4"BUNDLE, 15.5" MINIMUM DIAM.
HW8840-02	HARNESS WRAP, 1"OUTSIDE DIAM., 1 TO 7" BUNDLE RANGE
HW8840-03	HARNESS WRAP, 1/2"OUTSIDE DIAM., 3/4 TO 4" BUNDLE RANGE
HW8841-03	CORRUGATED SPLIT LOOM TUBING, 13"L
HW8841-04	CORRUGATED SPLIT LOOM TUBING, 17"L
HW8848-01	BILL ACCEPTOR FISH PAPER FOR EVO
HW8852	HARNESS CLIP, 3/8"DIAM.
HW8853	TENSION CLIP, 15/16"L, #8 MOUNTING HOLE
HW8854	HARNESS CLIP, .63"DIAM.
HW8856	HARNESS CLIP, 1/2"DIAM.
HW8859-01	.350 MAX TIE WIDTH, 4-WAY, ADHESIVE & SCREW MOUNTING CABLE HOLDER
HW8870-02	ADHESIVE & SCREW MOUNTING RIBBON CABLE CLAMP, 2"W
HW8880-01	TWIST LOCK STANDOFF, 13/64 TO 19/64" CABLE BUNDLE DIAM.
HW8880-02	HINGED TWIST-LOK STANDOFF FOR .750-.850 BUNDLE
HW8889-01	SPLIT C-TYPE FLAT/RIBBON CABLE CLAMP
HW8911-03	STEEL SPRING PIN, 1/8"DIAM. x 1/2"L
HW8913-01	STEEL SPRING PIN, 1/8"DIAM. x 3/4"L
HW8989	FAN GUARD, 2.8"
HW8993-02	LAZY SUSAN, 12"OUTSIDE DIAM.
HW8993-04	LAZY SUSAN, 12"OUTSIDE DIAM. (MODIFIED)
HW9030-01	SHOCK MOUNT GROMMET, .755"OUTSIDE DIAM. x .245"INSIDE DIAM.
HW9420	VINYL SHEET HOLDER, 9 x 11"
HW9421	CLEAR BAG, 6 x 8 x 3 MILLIMETER
HW9422	CLEAR BAG, 4 x 6 x 3 MILLIMETER
HW9433	CLEAR BAG, 16 x 10 x 2 MILLIMETER
HW9434	CLEAR BAG, 32 x 42 x 2 MILLIMETER
HW9461-03	SIGN HOLDER FOR COUNTERTOP, 4 x 12"
HW9462-01	NEOPRENE WASHER, 5/8"OUTSIDE DIAM. x 3/16"INSIDE DIAM. x 3/32"THICK
HW9996-01	KNURLED KNOB WITH 10-32 BLIND HOLE, 5/8"DIAM
LB0003-03	WHITE COLD CATHODE FLUORESCENT LAMP, 12"L
LB0004-01	BLUE COLD CATHODE FLUORESCENT LAMP, 1kW, 4"L
LB0005-01	8MM +12VDC WHITE LED
MP0014-01	FRONT BEZEL FOR RADION, BLACK
MP0015-01	REAR BEZEL FOR RADION
MP0016-04	BASE FOR RADION, SILVER
MP0017-01	REAR DOOR FOR RADION, BLACK
MP0018-01	LEFT SIDE COVER FOR RADION
MP0018-02	RIGHT SIDE COVER FOR RADION
MP0019-01	COIN ENTRY PLATE FOR RADION
MP0020-01	COIN RETURN LEVER FOR RADION
MP0021-02	MARS BILL ACCEPTOR COMBO PLATE FOR RADION
MP0034-01	COIN GUARD FOR RADION
MP0047-01	COIN RETURN CHUTE FOR EVO
MP0049-03	CURRENCY MODULE COIN ENTRY FOR EVO, SILVER
MP0054-06	MONITOR BEZEL FOR FUSION, BLACK

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Item	Description
MP0075-01	LOWER COVER FOR WALLETTE
MP0076-01	UPPER COVER FOR WALLETTE
MP0082-02	COIN CUP COVER FOR ELITE EDGE, SILVER
MP0085-01	COLD CATHODE FLUORESCENT LAMP LENS FOR ELITE EDGE
MP0086-03	CURRENCY MODULE POD FOR EVO AND ELITE EDGE, SILVER
MP0087-01	UPPER BEZEL FOR MONEY SHOOT
MP0090-01	LOWER BEZEL FOR MONEY SHOOT
MP0091-01	VIDEO MODULE FRONT ENCLOSURE FOR EVO, SILVER
MP0092-01	VIDEO MODULE REAR ENCLOSURE FOR EVO, SILVER
MP0094-01	JOYSTICK HOUSING, SILVER
MP0095-01	JOYSTICK HANDLE
MP0096-01	JOYSTICK ADAPTER FOR EVO, SILVER
MP0097-01	VIDEO MODULE USB WIRELESS ENCLOSURE FOR EVO, SILVER
MP0106-01	JOYSTICK BUTTON
MP0107-01	WIRE GUIDE FOR WALLETTE
MP0108-01	SLIDE BLOCK FOR WALLETTE
MP0110-02	DONGLE READER CONTACT BUTTON
MW0358-01	COUPLER RETAINING BRACKET FOR ETHERNET AND MODEM KITS
MW0382-01	LEG LEVELER ADAPTER FOR MAXX UPRIGHT
MW0467-01	MICROTOUCH TOUCHSCREEN CONTROLLER BRACKET FOR RADION
MW0469-01	POWER SUPPLY MOUNTING BRACKET FOR RADION
MW0470-01	COIN CHUTE FOR RADION
MW0471-01	COIN RETURN CHUTE FOR RADION
MW0472-01	LOCK CAM FOR RADION DOOR
MW0473-01	LOCKING BAR RETAINING PLATE FOR RADION
MW0474-01	COIN REJECTOR FLAT SPRING, LEFT, FOR RADION
MW0474-02	COIN REJECTOR FLAT SPRING, RIGHT, FOR RADION
MW0476-01	I/O BRACKET FOR RADION
MW0477-01	POWER ENTRY BRACKET FOR RADION
MW0479-01	COIN RETURN ARM FOR RADION
MW0482-01	LEFT LOCK CAM FOR RADION
MW0483-01	REAR DOOR HINGE FOR RADION
MW0487-01	MOTHERBOARD TRAY FOR RADION
MW0488-01	OPTICAL COIN BRACKET FOR RADION
MW0491-01	COIN RETURN LEVER FOR RADION
MW0498-01	REAR DOOR LOCK CAM FOR RADION
MW0499-01	DUAL 50 MILLIMETER FANS BRACKET FOR RADION
MW0500-01	REAR DOOR SPILL PLATE FOR RADION
MW0510-01	LOCK CAM FOR RADION COINBOX
MW0516-01	SLIDE PLATE FOR RADION
MW0521-01	BILL ACCEPTOR ALIGNMENT BRACKET FOR RADION
MW0524-01	SERVICE DOOR PLATE FOR RADION
MW0531-01	BASE RETAINING PLATE FOR RADION
MW0532-01	FRONT CAM PLATE FOR RADION
MW0533-01	FRONT CAM SUPPORT FOR RADION
MW0534-01	FRONT CAM ACTUATING LEVER FOR RADION
MW0535-01	REAR CAM PLATE FOR RADION
MW0536-01	REAR CAM ACTUATOR FOR RADION
MW0537-01	REAR CAM ACTUATING LEVER FOR RADION
MW0548-01	SIGN HOLDER BRACKET FOR RADION
MW0549-01	SIGN HOLDER CLIP FOR RADION
MW0565-01	SPEAKER BRACKET FOR RADION

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Item	Description
MW0566-01	OVERSIZE COINBOX FOR RADION
MW0573-01	HARD DRIVE BRACKET FOR VIBE
MW0702-01	POWER SUPPLY HOLDER FOR FUSION
MW0718-05	POWER ENTRY MODULE PANEL FOR FUSION, BLACK
MW0718-07	POWER ENTRY MODULE PANEL FOR MONEY SHOOT, BLACK
MW0720-08	TOWER MODULE FOR EVO, SILVER, COIN REJECTOR-READY
MW0724-01	CAP/POD REAR MOUNTING BRACKET FOR EVO
MW0726-01	LOCK CAM FOR EVO
MW0730-01	COINBOX/FAN BRACKET FOR EVO TOWER
MW0731-01	LARGE COINBOX FOR EVO TOWER MODULE
MW0732-01	COIN EXIT BRACKET FOR EVO TOWER MODULE
MW0733-01	COIN ENTRY FACE BRACKET FOR EVO TOWER MODULE
MW0734-01	COIN REJECTOR BRACKET FOR EVO TOWER MODULE
MW0735-01	COIN REJECTOR LEVER FOR EVO TOWER MODULE
MW0737-01	CAST IRON WEIGHT FOR FUSION
MW0740-01	LCD MOUNTING BRACKET FOR EVO VIDEO MODULE
MW0742-01	FRONT POD BRACKET FOR EVO TOWER MODULE
MW0751-01	COIN RETURN CHUTE/FACE PLATE EXTENSION BRACKET FOR EVO
MW0752-01	LOWER COIN RETURN CHUTE BRACKET FOR EVO TOWER MODULE
MW0753-02	LOCK RESTRICTOR/SPACER FOR EVO VIDEO MODULE
MW0755-01	BILL ACCEPTOR COVER PLATE FOR FUSION
MW0756-01	BILL ACCEPTOR COVER BACKING PLATE FOR FUSION
MW0780-01	POWER SUPPLY BRACKET FOR EVO VIDEO MODULE
MW0781-01	HINGE FOR EVO VIDEO MODULE
MW0783-01	LOCK SLIDE FOR EVO VIDEO MODULE
MW0812-04	COIN REJECTOR MOUNTING PLATE FOR EVO TOWER MODULE, SILVER
MW0886-01	MONITOR BEZEL LOCK MOUNTING PLATE FOR FUSION
MW0887-01	CASH PANEL LOCK CATCH BRACKET FOR FUSION
MW0888-01	BILL ACCEPTOR TO MONITOR BEZEL ADAPTER BRACKET FOR FUSION
MW0889-01	CASH PANEL FOR FUSION
MW0890-01	SPEAKER PANEL FOR FUSION
MW0890-02	SPEAKER TRIM PANEL FOR FUSION
MW0891-01	MONITOR BEZEL HINGE FOR FUSION
MW0893-01	MONITOR BEZEL MOUNTING BRACKET FOR FUSION
MW0894-01	UPPER COIN ENTRY BRACKET FOR FUSION
MW0894-02	LOWER COIN ENTRY BRACKET FOR FUSION
MW0895-01	MONITOR BEZEL LOCK CAM FOR FUSION
MW0896-01	CASH PANEL AND REAR DOOR LOCK CAM FOR FUSION
MW0897-02	3-POINT LOCK BRACKET FOR FUSION
MW0898-05	DONGLE READER MOUNTING PLATE FOR FUSION
MW0899-01	3-POINT LOCK ARM FOR FUSION MONITOR BEZEL
MW0902-01	FRONT COVER FOR FUSION, BLACK
MW0903-01	BILL ACCEPTOR CURRENCY DOOR COVER PLATE FOR FUSION
MW0905-01	BACKPLATE FOR WALLETTE
MW0906-01	UPPER SUPPORT PLATE FOR WALLETTE
MW0908-01	HINGE SUPPORT RISER FOR WALLETTE
MW0909-01	ADAPTABLE MODEL SUPPORT RISER FOR WALLETTE
MW0910-01	COIN ENTRY BRACKET FOR WALLETTE
MW0911-01	BILL ACCEPTOR RETAINING PLATE FOR WALLETTE
MW0912-02	BILL ACCEPTOR FACEPLATE FOR WALLETTE
MW0913-01	COIN REJECTOR CHUTE FOR WALLETTE
MW0914-01	COINBOX FOR WALLETTE

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Item	Description
MW0915-01	HINGE FOR WALLETTE
MW0916-01	HOUSING FOR WALLETTE
MW0917-01	VIDEO MODULE MOUNTING BRACKET FOR WALLETTE
MW0918-01	LINE FILTER RETAINER FOR WALLETTE
MW0919-01	COUNTER BRACKET FOR WALLETTE
MW0929-01	LOCK CATCH FOR WALLETTE
MW0935-01	COIN REJECTOR BUTTON FOR WALLETTE
MW0936-01	LOWER SUPPORT PLATE FOR WALLETTE
MW0937-01	RISER SUPPORT FOR WALLETTE
MW0939-01	COIN REJECTOR BRACKET FOR ELITE EDGE
MW0940-01	COIN ENTRY CHUTE FOR ELITE EDGE
MW0942-02	LARGE COINBOX FOR ELITE EDGE
MW0944-02	COINBOX DOOR FOR ELITE EDGE, SILVER
MW0945-02	SMILEY BILL ACCEPTOR MOUNTING PLATE PANEL FOR ELITE EDGE, BLACK
MW0945-04	MARS BILL ACCEPTOR MOUNTING PANEL FOR ELITE EDGE, SILVER
MW0956-01	COIN STOP FOR WALLETTE
MW0961-01	COUNTER BRACKET FOR ELITE EDGE
MW0967-02	HINGE PLATE FOR ELITE EDGE, SILVER
MW0970-02	CURRENCY MODULE ENCLOSURE FOR ELITE EDGE, SILVER
MW0981-02	LARGE COINBOX SUPPORT FOR ELITE EDGE
MW0984-02	STEEL POST WITH SILVER POWDER COAT FINISH FOR MONEY SHOOT
MW0987-01	LOCK CAM COVER PLATE FOR ELITE EDGE
MW0992-01	COIN REJECTOR MOUNTING BRACKET FOR MONEY SHOOT
MW0993-01	COIN RETURN CHUTE FOR MONEY SHOOT
MW0994-01	COIN PAYOUT CHUTE FOR MONEY SHOOT
MW0995-01	COIN PAYOUT CHUTE MOUNTING BRACKET FOR MONEY SHOOT
MW0996-01	COIN ENTRY CHUTE FOR MONEY SHOOT
MW0997-01	UPPER BEZEL HINGE FOR MONEY SHOOT
MW0998-01	LOWER BEZEL HINGE FOR MONEY SHOOT
MW0999-01	COINBOX FOR MONEY SHOOT
MW1011-01	LCD MOUNTING HINGE BRACKET FOR MONEY SHOOT
MW1012-01	LOWER LCD MOUNTING BRACKET FOR MONEY SHOOT
MW1013-01	UPPER LCD MOUNTING BRACKET FOR MONEY SHOOT
MW1016-02	EMI & RFI ELECTRONIC ENCLOSURE FOR MONEY SHOOT
MW1016-03	EMI & RFI ELECTRONIC LID FOR MONEY SHOOT
MW1017-03	EXTERNAL COVER PLATE FOR WALLETTE, SILVER
MW1018-01	POWER SUPPLY BRACKET FOR MONEY SHOOT
MW1019-01	HARD DRIVE AND I/O BOARD MOUNTING BRACKET FOR MONEY SHOOT
MW1031-01	HARD DRIVE MOUNTING BRACKET FOR MONEY SHOOT
MW1032-01	COUNTER BRACKET FOR MONEY SHOOT
MW1037-01	STAY ARM FOR MONEY SHOOT
MW1041-01	SPEAKER GRILLE
MW1042-01	COIN PAYOUT BIN FOR MONEY SHOOT
MW1043-01	LOCK CATCH BAR FOR MONEY SHOOT
MW1044-01	LOCK CATCH BRACKET FOR MONEY SHOOT
MW1049-01	ADJUSTABLE LOCK BRACKET FOR MONEY SHOOT
MW1051-01	CABINET COINBOX COVER FOR MONEY SHOOT
MW1052-01	KEY SWITCH BRACKET FOR MONEY SHOOT
MW1054-01	BASE FOR MONEY SHOOT
MW1056-01	CURVED ARM REST SUPPORT FOR MONEY SHOOT
MW1057-01	MOUNTING BRACKET POST FOR MONEY SHOOT
MW1058-01	LATCH FOR MONEY SHOOT

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Megatouch Ion Parts List

Item	Description
MW1061-01	#1 LOCK CAM FOR MONEY SHOOT
MW1062-01	SAMSUNG LCD MOUNTING BRACKET FOR MONEY SHOOT
MW1063-01	#3 LOCK CAM FOR MONEY SHOOT
MW1068-01	BACKING PLATE FOR JOYSTICK
MW1069-01	SMILEY BILL ACCEPTOR MOUNTING PLATE FOR MONEY SHOOT
MW1072-01	MAGNETIC SENSOR BRACKET FOR MONEY SHOOT
MW1073-01	VERSION 1 ARM REST SUPPORT BRACKET FOR MONEY SHOOT
MW1074-01	I/O MOUNTING BRACKET FOR EVO
MW1077-01	HARD DRIVE ASSEMBLY MOUNTING BRACKET FOR EVO
MW1078-01	COMMUNICATIONS BOARD MOUNTING BRACKET FOR EVO
MW1079-02	SMALL HARD DRIVE BRACKET FOR FUSION/BOARDWALK
MW1093-01	CURRENCY MODULE BASE FOR ELITE EDGE, SILVER
MW1096-01	RIGHT ANGLE COIN TUBE RETAINING BRACKET FOR MONEY SHOOT
MW1097-01	LED LAMP MOUNTING BRACKET FOR MONEY SHOOT
MW1098-01	COIN HOPPER COVER PLATE FOR MONEY SHOOT
MW1104-01	WIRE CLAMP FOR WALLETTE
MW1113-02	ELECTRONICS BOX LID FOR FUSION
MW1117-01	TOWER MODULE BASE FOR EVO, SILVER
MW1245-01	WIRE CABLE AND USB CLAMP FOR EVO
MW1249-01	WIRE COVER BRACKET FOR EVO
MW1251-02	WIRE COVER PLATE FOR EVO
MW1253-02	I/O BOARD/POWER SUPPLY MOUNTING BRACKET FOR BOARDWALK
MW1254-01	DONGLE READER CONTACT BODY FOR EVO
MW1256-02	ELECTRONICS BOX ENCLOSURE FOR FUSION
MW1257-01	COVER PLATE FOR JOYSTICK
MW1258-01	WIRE GUIDE FOR ELITE EDGE
MW1267-01	DONGLE READER CONTACT BODY RETAINER
MW1268-01	CENTRONICS COVER PLATE FOR EVO
MW1269-01	WIRE COVER FOR ELITE EDGE
MW1286-01	HDD IDE CABLE KEEPER BRACKET FOR FUSION/BOARDWALK
MW1287-01	HARD DRIVE FAN BRACKET
PA0086-00	TEMPLATE MODEM
PA0086-02	CONFIGURED ION MODEM
PA3022-01	FORCE 2005.5 HARD DRIVE
PA3024-01	FORCE 2006 HARD DRIVE
PA3025-01	ION 2006 HARD DRIVE
PG0064-01V1	FORCE HARD DRIVE DESTROKE PROGRAM
PG0065-01V1	FORCE 2005 SWP PROGRAM
PG0069-02V1	ION PROGRAM FOR CONFIGURING MODEM FOR THE UNITED STATES
PG0070-01V1	ION HARD DRIVE DESTROKE PROGRAM
PG3002-01V20	FORCE 2006 PROGRAM FOR HARD DRIVE
PM0347-01	RADION SIGN INSTALLATION INSTRUCTIONS
PM0381-10	HERO RADION COUNTERTOP OWNER'S MANUAL, FORCE 2006
PM0391-17	TOURNAMAXX MANUAL
PM0434-06	TOURNAMAXX REGISTRATION MANUAL
PM0480-12	WALLETTE OWNER'S MANUAL, ION 2006
PM0484-10	ELITE EDGE OWNER'S MANUAL, ION 2006
PM0492-01	ANTI-TIP KIT INSTALLATION INSTRUCTIONS
PM0519-03	MONEY SHOOT OWNER'S MANUAL
PM0540-01	ARM REST INSTALLATION INSTRUCTIONS FOR MONEY SHOOT
PM5107-01	CASH IN, CASH OUT, HOPPER REFILL, LOCAL PRIZE POOL, MEGANET LABEL
PM5931-01	QUALITY SEALED LABEL

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Item	Description
PM5933-01	2-1/2 x 8" BLANK LABEL, WHITE
PM5937-03	VIDEO GAMES PATENT LABEL
PM5946-01	1 x 1" "HANDLE WITH CARE" STICKER LABEL
PM5956-01	POWER SUPPLY LIMITS STICKER
PM5963-01	FORCE CONTROLLER STICKER
PM5975-01	FREE MEGALINK KIT ENCLOSED LABEL
PM5983-01	ELECTRICAL SHOCK WARNING LABEL
PM6064-05	$1, $2 & $5 BILL ACCEPTOR DECAL FOR THE USA
PM6070-01	TOUCH PLAYER KEY DECAL
PM8501-03	PURCHASE REGISTRATION CARD
PM8928-75	FORCE 2006 MARQUEE
PM8949-01	TOURNAMAXX READY PROMOTION SIGN
PM8950-17	ION 2006 MARQUEE
PM8951-02	FREE FORCE 2005 MEGALINK PROMOTION SIGN
PM8951-03	FREE FORCE 2006 MEGALINK PROMOTION SIGN
PM8956-06	FREE MODEM PROMOTION FOR EVO, USA
PM9009-02	"THANK YOU FOR YOUR PURCHASE OF A MEGATOUCH ION 2006 GAME"
PM9969-01	2"L x 1"W BLANK WHITE LABEL
PM9970-01	BUTTON MOUNT DALLAS KEY LABEL
PM9980	BRADY LABEL, WHITE
PM9984-01	1 x 1/2" "PERMANENT" E-PROM/IC LABEL
PM9985-01	1-7/16"W x 3-1/2"L BLANK WHITE LABEL
PM9990	1 x 1/2" "TAMPER PROOF" E-PROM/IC LABEL
PM9995-01	SOFTWARE LICENSE AGREEMENT LABEL
PM9996-01	3.9 x 1.437" TAMPER PROOF WHITE COLORED LABEL
PM9998-01	1-1/2"L x 2-3/4"W BLANK SILVER METALLIZED TAMPER PROOF LABEL
SA0078-27	4"L GROUND WIRE, 10 RING LUG TO 10 RING LUG
SA0081-03	4"L GROUND WIRE, 10 RING LUG TO 1-PIN CONNECTOR
SA0097-06	UNITED STATES $1, $2 & $5 MARS BILL ACCEPTOR WITH 300 NOTE STACKER
SA0301-13	DOMESTIC RADION COUNTERTOP WITH FORCE 2005/V14.XX SUPER
SA0304-03	DOMESTIC POWER ENTRY MODULE FOR RADION
SA0306-01	DC DISTRIBUTION HARNESS FOR RADION
SA0307-02	60 MILLIMETER FAN ASSEMBLY
SA0308-02	POWER SUPPLY ASSEMBLY FOR RADION
SA0309-02	COUNTER ASSEMBLY FOR RADION
SA0309-04	COUNTER ASSEMBLY FOR FUSION
SA0310-02	COUNTER HARNESS FOR RADION
SA0312-02	I/O BOARD/USB COUNTER MODULE FOR RADION
SA0314-01	STACKER HARNESS WITH LOCKOUT FOR RADION
SA0316-01	MALE COIN REJECTOR HARNESS WITH LOCKOUT FOR RADION
SA0318-01	MAIN DC POWER HARNESS FOR RADION
SA0320-01	DUAL 52 MILLIMETER FAN ASSEMBLY
SA0321-04	MONITOR/BASE FOR MEGATOUCH CHAMP
SA0322-01	MOTHERBOARD MODULE FOR RADION
SA0324-01	RIGHT SIDE PANEL FOR RADION
SA0325-01	LEFT SIDE PANEL FOR RADION
SA0326-01	REAR DOOR AND BEZEL FOR RADION
SA0327-01	FRONT BEZEL FOR RADION
SA0328-01	UPPER COIN CHUTE FOR RADION
SA0329-02	MONITOR AND TOUCHSCREEN FOR RADION
SA0338-07	OVERSIZED DOMESTIC COINBOX WITH MARS BILL ACCEPTOR FOR RADION
SA0339-01	OPTICAL COIN BRACKET ASSEMBLY FOR RADION

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Item	Description
SA0341-01	COIN ENTRY FOR RADION
SA0345-01	I/O BOARD AND AUDIO DC HARNESS FOR RADION
SA0356-01	POWER ON HARNESS
SA0357-01	AC HARNESS FOR RADION
SA0358-01	DOMESTIC AC/STACKER HARNESS FOR RADION
SA0400-02	DUAL 50 MILLIMETER FAN ASSEMBLY
SA0404-01	3" SPEAKER ASSEMBLY WITH BRACKET FOR RADION
SA0469-01	15" LCD DISPLAY FOR SAMSUNG VIDEO MODULE
SA0469-09	FLATSCREEN UPRIGHT TOUCHSCREEN & LCD MODULE
SA0469-11	17" FLAT TOUCHSCREEN & 17" FLAT SCREEN MODULE ASSEMBLY
SA0470-02	50 MILLIMETER FAN ASSEMBLY WITH 4"L TERMINATED LEADS FOR EVO
SA0470-03	50 MILLIMETER FAN ASSEMBLY WITH 4"L TERMINATED LEADS FOR ELITE
SA0470-04	50 MILLIMETER FAN ASSEMBLY WITH 4"L TERMINATED LEADS, V2
SA0474-02	6"L MECHANICAL COIN REJECTOR HARNESS JUMPER
SA0477-03	15" FLATSCREEN VIDEO MODULE
SA0493-02	5"L, 6 RING TERMINAL TO 1/4 FAST-ON TERMINAL GROUND WIRE ASSEMBLY
SA0506-01	LCD POWER CABLE FOR FUSION
SA0509-02	10"L DC FAN JUMPER HARNESS WITH FERRITE
SA0511-01	AC JUMPER CABLE FOR WALLETTE
SA0512-01	COUNTER EXTENSION CABLE FOR WALLETTE
SA0513-01	MALE COIN REJECTOR HARNESS FOR WALLETTE
SA0514-01	STACKER PIGTAIL HARNESS FOR WALLETTE
SA0521-01	26"L GROUND WIRE
SA0525-01	16-1/2"L DC INVERTER CABLE FOR 15" FLATSCREEN COUNTERTOP
SA0525-02	12"L DC INVERTER JUMPER CABLE
SA0526-01	DC POWER HARNESS FOR 15" FLATSCREEN COUNTERTOP
SA0529-03	AC INLET HARNESS FOR ELITE EDGE, 90 DEGREES
SA0530-01	12VDC JUMPER FOR FUN ZONE
SA0542-02	SMILEY BILL ACCEPTOR HARNESS FOR MONEY SHOOT
SA0543-01	20-PIN POWER SUPPLY EXTENSION HARNESS FOR MONEY SHOOT
SA0544-01	I/O BOARD POWER SUPPLY EXTENSION HARNESS FOR MONEY SHOOT
SA0545-02	71" AC HARNESS FOR MONEY SHOOT
SA0546-01	HOPPER JUMPER HARNESS FOR MONEY SHOOT
SA0547-01	SR5 ELECTRONIC COIN REJECTOR JUMPER HARNESS FOR MONEY SHOOT
SA0548-01	HOPPER/ELECTRONIC COIN REJECTOR DATA HARNESS FOR MONEY SHOOT
SA0549-01	KEY SWITCH ASSEMBLY FOR MONEY SHOOT
SA0550-01	MAGNETIC SENSOR ASSEMBLY FOR MONEY SHOOT
SA0551-01	THREE COUNTER ASSEMBLY FOR MONEY SHOOT
SA0552-01	12VDC COUNTER JUMPER HARNESS FOR MONEY SHOOT
SA0553-01	AUDIO HARNESS FOR MONEY SHOOT
SA0554-01	DC HARNESS FOR MONEY SHOOT
SA0555-01	DC JUMPER HARNESS FOR MONEY SHOOT LCD AND TOUCHSCREEN
SA0556-01	CCFL POWER HARNESS FOR MONEY SHOOT
SA0560-01	LED ASSEMBLY FOR MONEY SHOOT
SA0561-01	MAGNETIC SENSOR EXTENSION HARNESS FOR MONEY SHOOT
SA0575-02	VIDEO MODULE FOR WALLETTE
SA0575-03	ION VIDEO MODULE, INTERNATIONAL
SA0576-02	COIN REJECTOR CURRENCY MODULE FOR EVO ION
SA0577-02	COIN REJECTOR CURRENCY MODULE FOR ELITE EDGE ION
SA0590-03	ELECTRONICS BOX, INTERNATIONAL
SA0596-01	DONGLE READER ASSEMBLY
SA0596-02	DONGLE READER ASSEMBLY FOR FUSION

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Item	Description
SA10042-01	PRINTED CIRCUIT ASSEMBLY, OPTICAL COIN SENSOR
SA10057-05	566MHz MOTHERBOARD WITH 810E CHIPSET
SA10057-07	566MHz MOTHERBOARD WITH 810E CHIPSET (W/OUT "POWER ON" HARNESS)
SA10058-01	AUDIO AMP BOARD FOR FORCE GAMES
SA10066-01	OSD SMART PANEL
SA10068-01	I/O BOARD FOR MONEY SHOOT
SA10068-03	I/O BOARD
SA10069-01	JOYSTICK BOARD, JOYSTICK
SA10070-01	128MB ION MOTHERBOARD
SA1049-02	6"L GROUND WIRE
SA1064-04	7"L GROUND WIRE
SA1064-06	36"L GROUND WIRE
SA1064-07	42"L GROUND WIRE
SA1067-04	17"L GROUND WIRE
SA1067-06	84"L GROUND WIRE
SA1067-07	60"L GROUND WIRE
SA3094-11	MONEY SHOOT KEY FOR UK, FORCE 2005
SA3095-11	PERMANENT (RECHARGEABLE) MONEY SHOOT KEY FOR UK, FORCE 2005
SA3293-02	17" FLATSCREEN UPRIGHT CABINET ASSEMBLY
SA3505-00	ION 2006 KEY
SA3505-01	ION 2006 KEY FOR USA
SA3506-00	CHAMPIONSHIP EDITION ION 2006 KEY
SA3508-01	MEGATOUCH NATION ION 2006 KEY FOR PLAYERS
SA3509-01	MEGATOUCH NATION ION 2006 KEY FOR OPERATORS
SA3510-01	MEGATOUCH CHAMP 2006 KEY FOR USA
SA4084	2-PIN CONNECTION, 4" SPEAKER ASSEMBLY
SA7297-13	MAGNETIC SIGN HOLDER
SB0353-01	RADION SIGN MOUNTING KIT
SB0387-01	8"L WIRE ROPE ASSEMBLY WITH 6 RING TONGUE TERMINAL AND COTTER PIN
SB0395-02	WALLETTE FLAT ASSEMBLY
SB0408-01	ANTI-TIP KIT FOR FUSION/FUN ZONE
SB0423-01	MAIN ASSEMBLY FOR MONEY SHOOT, CASH AND COIN
SB0424-01	LCD PANEL SUBASSEMBLY FOR MONEY SHOOT
SB0425-01	ELECTRONICS SUBASSEMBLY FOR MONEY SHOOT
SB0426-01	UPPER BEZEL SUBASSEMBLY FOR MONEY SHOOT
SB0427-01	LOWER BEZEL SUBASSEMBLY FOR MONEY SHOOT
SB0428-01	LOWER CABINET LOCK SUBASSEMBLY FOR MONEY SHOOT
SB0429-01	COINBOX COVER SUBASSEMBLY FOR MONEY SHOOT
SB0430-01	KEY SWITCH SUBASSEMBLY FOR MONEY SHOOT
SB0432-01	BASE SUBASSEMBLY FOR MONEY SHOOT
SB0433-01	FORCE 2005.5 HARD DRIVE MODULE FOR MONEY SHOOT
SB0440-01	HARD WIRED PACK FOR MONEY SHOOT
SB0441-01	CABLE PACK FOR MONEY SHOOT
SB0443-01	JOYSTICK MODULE
SB0444-01	ARM REST PACK FOR MONEY SHOOT
SB0446-01	FORCE 2006 HARD DRIVE
SB0454-01	ION 2006 HARD DRIVE
SB1771-05	5"L GROUND WIRE
SC3982-05	82 FAMILY SET (SECURE MEMORY), 1152 BIT BUTTON DALLAS KEY
SC3982-06	82 FAMILY SET (SECURE MEMORY), 1152 BIT, ELECTRONIC BUTTON KEY
SC3982-07	BUTTON KEY
SK0002-01	BUTTON KEY FOB

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Item	Description
SK0002-02	BUTTON KEY FOB FOR MONEY SHOOT
SK0002-03	BLUE BUTTON KEY RING FOB
SW0005-01	10A SNAP-IN PANEL MOUNT SINGLE POLE/DOUBLE THROW SWITCH
SW3005	2A PANEL MOUNT PUSH-BUTTON SWITCH
SW3044-06	PUSH-BUTTON ASSEMBLY, BLUE
SW4024	250 AC PANEL MOUNTING ROCKER SWITCH, DOUBLE POLE/SINGLE THROW
SW4025-02	TWO-FUNCTION 10A POWER ENTRY MODULE
SW7006-01	4A KEY SWITCH, SINGLE POLE/SINGLE THROW
WD0022-01	SHIM FOR UPRIGHT DART GAME
WD0054-01	FLATSCREEN UPRIGHT CABINET
WD0061-01	CABINET FOR MONEY SHOOT
WD0062-01	LEFT SIDE CUP HOLDER FOR MONEY SHOOT
WD0062-02	RIGHT SIDE CUP HOLDER FOR MONEY SHOOT
WR/.18/BRAID	3/16"W FLAT GROUNDING BRAID
WR14GN/YL	GREEN/YELLOW 14AWG STRANDED WIRE, PVC INSULATED
WR18-	3 CONDUCTOR, 18 AWG STRANDED WIRE, SJT JACKETED POWER CORDAGE
WR18BK	BLACK 18 AWG, STRANDED WIRE WITH PVC INSULATION
WR18GN/YL	GREEN/YELLOW 18 AWG, STRANDED WIRE, PVC INSULATED
WR18WT	WHITE 18 AWG, STRANDED WIRE, PVC INSULATED
WR22BK	BLACK 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22BL	BLUE 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22GN	GREEN 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22OR	ORANGE 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22RD	RED 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22VT	VIOLET 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22WT	WHITE 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR22YL	YELLOW 22 AWG, STRANDED WIRE WITH PVC INSULATION
WR24BK/STRD	BLACK 24 AWG, STRANDED WIRE WITH PVC INSULATION
WR24GN-02	GREEN 24 AWG, STRANDED WIRE, PVC INSULATED, .057"OUTSIDE DIAM.
WR24RD	RED 24 AWG, STRANDED WIRE WITH PVC INSULATION
WR24WT/STR	WHITE 24 AWG, STRANDED WIRE, IRRADIATED PVC INSULATED
WR24YL	YELLOW 24 AWG, STRANDED WIRE, PVC INSULATED

Section 2
Hard Drive Information

Hard Drive Numbers

Program Numbers
Part Numbers
Security Key Numbers

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Ion Hard Drive Program Numbers, Part Numbers, and Compatible Security Keys

ION 2006		
Program #PG3002 (V20.00, V20.10, V20.11, V20.20 V20.21, V20.25, V20.26, V20.27)	Part #PA3025-01	Security Key #SA3505-01
ION 2006.5		
Program #PG3002 (V21.00)	Part #PA3025-02	Security Key #SA3505-01

Hard drive program versions are in parentheses.
Security key program number is USA standard.

Section 3
Troubleshooting Information

Touchscreens

- **Troubleshooting**
- **Touchscreen Calibration**

Motherboard Handling Precautions

Access/Removal of Major Assemblies

- **Motherboard**
- **Hard drive**
- **Monitor**
- **Touchscreen**

Troubleshooting Guide

CMOS Setup

Mars 2000 Bill Acceptor

- **DIP Switch Settings**

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Troubleshooting Your Touchscreen

MICROTOUCH:

Features:
- SMT-4 Controller in black box
- Green LED on controller lit at half brightness, full brightness when screen is touched
- Overlay functions on capacitance.
- Touchscreen cable is on right side of CRT.

Troubleshooting:
- LED Flashing from 1 to 5 times - detected error or possible defective controller
- LED not lit - Check +12 vdc. The SMT-3 controller may also be defective

See Figure 1 for the touchscreen overlay connector schematic.

CALIBRATION:

1. Find the **CALIBRATE** button on the I/O board or the OSD board inside the CPU section, and press it to enter the screen calibration mode.
2. Touch the center of the first cross that appears. Once you release your finger, a second cross will appear.

NOTE: You must hold your finger on the circle for approximately 2 seconds for the calibration to be recognized.

3. Touch the center of the second cross that appears on the screen.
4. Once the second cross is touched and released, another cross will appear on the screen. To test the calibration of the screen, touch the cross with your finger and slowly drag your finger around the screen. The cross should follow your movement.
5. Touch the **EXIT** button.

If you have enabled high resolution, the game will prompt you to go through the calibration procedure twice.

6. The game will then prompt you to calibrate the joystick. Move the joystick as far left as it will go, release the joystick, and then press one of the buttons on the joystick.

NOTE: You joystick may not appear the be functioning correctly during calibration, but it is important that you continue the calibration steps. After calibration has been completed, it will function properly.

7. Move the joystick as far right as it will go, release the joystick, and then press one of the joystick buttons.
8. Move the joystick as far up as it will go, release the joystick, and then press one of the joystick buttons.
9. Move the joystick as far down as it will go, then release the joystick and press one of the joystick buttons.
10. Then, without touching the joystick, press one of the buttons on the joystick to complete calibration.

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Troubleshooting Your Touchscreen (cont'd)

CALIBRATION or LOCKUP PROBLEMS:

- If the calibration is off over the whole area of the screen, recalibrate the screen. If this does not correct the problem, replace the touchscreen.
- If the calibration is off in one area, check for scratches or nicks on the screen. If you detect scratches or nicks, replace the touchscreen.
- If the screen loses calibration entirely, check the ground pin on the line cord.
- Microwave ovens and neon lights can and will interfere with the calibration of the touchscreen and should not be within 6 feet (or 2 meters) of the game.
- Improper grounding will affect the operation of the touchscreen.
- If you are experiencing problems with double-touching (e.g. two cards are taken away after only one touch to the screen), make sure the A/C plug and wall outlets are properly grounded.

NOTE: If the cable was incorrectly installed, the touchscreen response will be out of sync by 180 degrees.

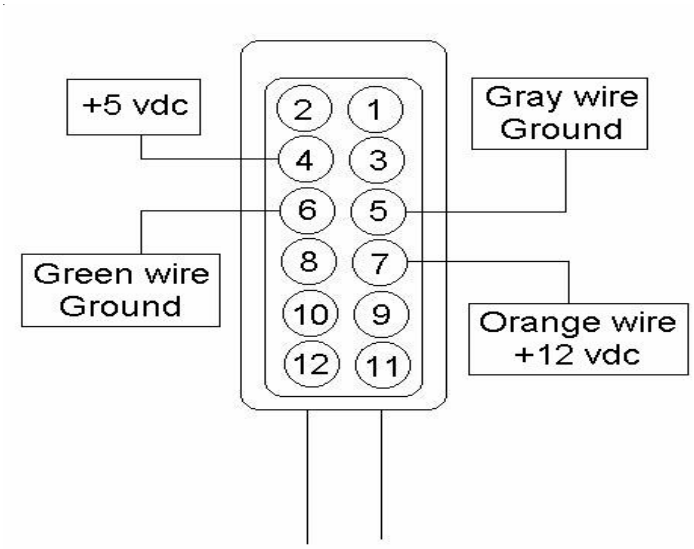

FIGURE 1 - MICROTOUCH TOUCHSCREEN OVERLAY CONNECTOR SCHEMATIC

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OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Motherboard Handling Precautions

NOTE: Before handling any boards, observe the following procedures:

- Remove any static charge from your body before handling the boards.
- Use a ground strap when handling the boards.
- When plugging in connectors to the board, make sure the connector is inserted straight onto the header and that the connector covers all header pins.
- Do not connect any peripheral device to the board if the power is still connected to the peripheral or if power is already applied to the board.
- Prevent electro-static discharge by storing the boards in the anti-static bags in which they are shipped.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion

Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Remove the 3 screws securing the I/O board to the I/O board mounting plate. Remove all connections from the I/O board, taking note of their position. See Figures 1 and 2.
4. Remove the 4 screws securing the I/O mounting plate, then remove the mounting plate itself. See Figure 3.
5. Remove the 2 screws securing the motherboard assembly to the game, located on the right side of the motherboard. See Figure 1.
6. Disconnect all connections to the motherboard, then carefully remove the board and place it into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

Motherboard Installation

1. Reconnect all connections to the motherboard and situate the board in place.
2. Secure the motherboard with 2 mounting screws inserted on the right side of the board. See Figure 1.
3. Secure the I/O board mounting plate with 4 mounting screws. See Figure 3.
4. Line up the I/O board on the mounting plate and secure with 3 screws. See Figure 2.
5. Replace all connections on the I/O board.
6. Close and lock the CPU section.
7. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion

Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Remove the 4 screws and washers securing the hard drive to the hard drive mounting plate. See Figure 4.
5. Remove the hard drive assembly and disconnect the hard drive ribbon cable running to the motherboard.

Hard Drive Installation

1. Connect the hard drive ribbon cable to the hard drive according to Figure 5. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable (indicating pin-1 position) is inserted facing the unconnected pins.
2. Align the new hard drive in the hard drive mounting plate and secure it in place with the 4 existing screws and washers. See Figure 4.
3. Close and lock the CPU section.
4. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion

Monitor Removal

1. Turn off and unplug the game.
2. Place something in front of the game to brace the bezel once the strain relief cord is undone, then unlock and open the CPU section.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The dongle socket ground wire will also be removed in the process. See Figure 6.
4. Remove the nut, wire and bolt from the dongle socket assembly located on LCD mounting bracket, then remove the bracket. See Figure 6.
5. Carefully cut the tie wraps around the VGA monitor cable and remove the ground wire. Disconnect the cable from the monitor and the motherboard. See Figure 6. Unscrew the bracket on the underside of the I/O board to release the cable.
6. Remove the OSD cable from the twist clamp and disconnect it from the OSD board and the monitor. Then remove the OSD board from the Velcro attached to the back of the monitor and set it aside. See Figure 6.
7. Disconnect the LCD power connector (black and yellow wires). See Figure 7.
8. Carefully cut the tie wrap around the touchscreen controller cable and disconnect the cable from the touchscreen controller. Also remove the ground wire. See Figure 6.
9. Disconnect the touchscreen power cable from the touchscreen controller (See Figure 6), then disconnect the Molex connector identified by the orange and gray wires.
10. Loosen the 6 screws (3 per hinge) on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor. See Figure 7.

    NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.
11. Slide the monitor out of the bezel.
12. If you will not be reusing the existing touchscreen, continue with installing the new monitor. If you will be reusing the touchscreen, note the orientation of the screen (i.e., the positioning of the ribbon cable and which side is the front) before removing it from the monitor. Then use dental floss to carefully cut the foam tape holding the screen to the monitor. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the screen with denatured alcohol and clean the glass with the supplied alcohol wipe.

Monitor Installation

1. If you will not be using the touchscreen from your original monitor, skip to step 3. If you will be using the original touchscreen, clean the glass on the new LCD monitor with the supplied alcohol wipe, then cut pieces of the supplied 1/2” foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing.
2. Carefully place the touchscreen over the monitor in the same manner it was attached to the

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion (cont'd)

old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.

3. Carefully slide the new monitor into the bezel, making certain that the white edge of the monitorand the monitor wire connections are facing the bottom of the bezel. Ensure that the monitor is properly centered, then tighten the hinge screws. See Figure 7.

   NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.

4. Install the supplied LCD mounting bracket and fasten it to the game with the 6 screws. One screw (and washer) will fasten the strain relief cord, while another will secure the blue ground wire for the dongle socket. See Figure 6.
5. Replace the dongle socket assembly by securing the bolt, green wire and nut over the LCD mounting bracket. See Figure 6.
6. Connect the touchscreen controller cable to the touchscreen controller and secure it with a tie wrap. Also restore the touchscreen controller cable ground wire. See Figure 6.
7. Connect the touchscreen power cable to the touchscreen controller (See Figure 6) and reconnect the Molex connector (orange and gray wires).
8. Connect the LCD power connector (black and yellow wires). See Figure 7.
9. Reattach the OSD board to the Velcro on the back of the monitor, then connect the new OSD cable to both the OSD board and the monitor. See Figure 6. Secure the cable in the twist clamp.
10. Connect the new VGA cable to both the monitor and the motherboard. Run the cable beneath the I/O board mounting plate and secure it in place with the bracket and 2 screws. See Figure 8. Also replace the ground wire.
11. Tie wrap the VGA monitor cable and the OSD cable.
12. Close and lock the CPU section.
13. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion

Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section and place something under the front bezel to brace it when the strain relief cord is disconnected.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The dongle socket ground wire will also be removed in the process. See Figure 6.
4. Remove the nut, wire and bolt from the dongle socket assembly located on LCD mounting bracket, then remove the bracket. See Figure 6.
5. Carefully cut the tie wraps around the VGA monitor cable, remove the ground wire and disconnect the cable from the monitor. See Figure 6.
6. Remove the OSD cable from the twist clamp and disconnect it from the OSD board and the monitor. Then remove the OSD board from the Velcro attached to the hinge and set it aside. See Figure 6.
7. Disconnect the LCD power connector (black and yellow wires). See Figure 7.
8. Carefully cut the tie wrap around the touchscreen controller cable and disconnect the cable from the touchscreen controller. Also remove the ground wire. See Figure 6.
9. Disconnect the touchscreen power cable from the touchscreen controller (See Figure 6), then disconnect the Molex connector identified by the orange and gray wires.
10. Loosen the 3 screws on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor. See Figure 7.

    NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.
11. Slide the monitor out of the bezel.
12. Note the orientation of the touchscreen cable before removing the screen. Then use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen.
13. Remove any remaining adhesive residue with denatured alcohol, then clean the monitor glass with the supplied alcohol wipe.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion (cont'd)

Touchscreen Installation

1. Clean the reverse side of the replacement touchscreen with the supplied alcohol wipe.
2. Cut pieces of the supplied 1/2" double-sided foam tape long enough to cover each edge of the screen without overlapping. After the tape is in place on the screen, peel off the backing.
3. Replace the new touchscreen over the monitor in the same manner as the old screen, making sure the screen is properly and evenly aligned over the monitor glass. Then clean the front of the screen with the supplied alcohol wipe.
4. Carefully slide the new monitor into the bezel, making certain that the white edge of the monitor and the monitor wire connections are facing the bottom of the bezel. Ensure that the monitor is properly centered, then tighten the hinge screws. See Figure 7.

   NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.
5. Replace the LCD mounting bracket in the game and fasten it with the 6 screws removed earlier. Also refasten the strain relief cord and the dongle socket ground wire. See Figure 6.
6. Replace the dongle socket assembly by securing the bolt, green wire and nut over the LCD mounting plate. See Figure 6.
7. Connect the touchscreen controller cable to the touchscreen controller and secure it with a tie wrap. Also restore the touchscreen controller cable ground wire. See Figure 6.
8. Connect the touchscreen power cable to the touchscreen controller (See Figure 6) and reconnect the Molex connector (orange and gray wires).
9. Connect the LCD power connector (black and yellow wires). See Figure 7.
10. Reattach the OSD board to the Velcro on the hinge, then connect the OSD cable to both the OSD board and the monitor. See Figure 6. Secure the cable in the twist clamp.
11. Connect the VGA cable to the monitor and secure it with tie wraps. Also replace the ground wire. See Figure 6.
12. Close and lock the CPU section.
13. Plug in and turn on the game.
14. When the game is finished booting, calibrate the touchscreen.

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Removal/Installation of Major Assemblies - EVO/EVO Wallette/Elite Edge Ion

Power Supply Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Unplug the IEC connector from the power supply. See Figure 9.
4. Disconnect the wire connector nearest to the power supply.
5. Remove the 2 screws fastening the power supply and mounting bracket to the game. See Figure 10.
6. Remove the power supply.

Power Supply Installation

1. Install the new power supply and bracket in the game and fasten them with the 2 screws that were used to fasten the old power supply and bracket. See Figure 10.
2. Connect the power supply wire connection.
3. Reconnect the IEC connector to the power supply. See Figure 9.
4. Close and lock the CPU section.
5. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - EVO Ion

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash tower section.
3. Pull out the bill acceptor magazine.
4. Remove the 6 screws fastening the bill acceptor mounting plate to the CPU section. One screw also fastens the strain relief cord. Once the screws are removed, separate CPU section from the mounting plate and disconnect the 4 harnesses. Place the CPU section down with the touchscreen side facing up. **NOTE: Make certain that you hold onto the screws removed from the CPU section. Use of other screws for re-installation could damage the motherboard. See Figure 11.**
5. Remove the 4 screws securing the bill acceptor bezel to the front of the game. Screws are located on either side and beneath the bill acceptor. See Figure 12. **NOTE: To provide more room to access the screw locations, it may be helpful to remove the joystick assembly from the front of the game. To do so, carefully lay the game down in order to access the circular anti-skid pad at its base. Remove the two screws securing the joystick assembly beneath the anti-skid circle and return the game to its upright position. Save the screws for re-installation.**
6. Remove the 4 screws on the reverse side of the mounting plate fastening the bill acceptor. Two screws will be found in the area of the absent bill acceptor bezel. See Figure 13.
7. Remove the 2 wire connectors from the bill acceptor. See Figure 11.
8. Remove the bill acceptor from the mounting plate.

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OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - EVO Ion (cont'd)

Bill Acceptor Installation

1. Remove the magazine from the new bill acceptor.
2. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. See Figure 11. **NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.**
3. Insert the bill acceptor onto the mounting plate, then fasten the bill acceptor on the reverse side of the plate with the 4 existing screws. See Figure 13.
4. Return the bill acceptor bezel to its proper location and secure it in place with the 4 screws. See Figure 12.
5. Reconnect the 4 wire harnesses of the CPU section and hold the CPU section in place on the mounting plate. Use the 6 screws to reattach the plate to the CPU section and fasten the strain relief cord. See Figure 11. **NOTE: Be sure to use the same 6 screws that were originally removed from the CPU section. Use of alternate screws may damage the motherboard.**
6. Replace the bill acceptor magazine.
7. Close and lock the cash tower section.
8. If the joystick assembly was removed, once again lay the game down carefully to access the anti-skid pad at its base. Secure the joystick in place with the same 2 screws that were previously removed from beneath the anti-skid circle. **NOTE: Be sure to use the original screws. Use of alternate screws may damage the joystick.** Return the game to its upright position.
9. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - EVO Wallette Ion

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Remove the coin box and remove the bill acceptor magazine from the game.
4. Remove the screw securing the coupler bracket but keep the cable(s) connected. This bracket only needs to be moved aside in order to access the screw underneath. See Figure 14.
5. Remove the 4 screws securing the bottom support piece to the game and remove the bottom piece. If necessary, remove the nut and screw securing the meter bracket and remove the bracket in order to access the screws. See Figure 14.
6. Remove the remaining screw securing the bill acceptor mounting clip to the game. See Figure 14.
7. Gently pull up on the bill acceptor so that you can access the two connectors on the right side. You may need to use a flat-head screwdriver to pry underneath the metal mounting clips to free the bill acceptor. Disconnect the 2 wire connectors from the bill acceptor, making sure to note the location and orientation of each connector. Then, remove the bill acceptor from the game.
8. Remove the 2 screws securing the front of the bill acceptor to the mounting clip.

Bill Acceptor Installation

1. Reattach the bill acceptor mounting clip to the front of the bill acceptor with the 2 screws.
2. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. **NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.**
3. Replace the bill acceptor assembly in the game and secure the left side of the mounting clip with the screw. See Figure 14. Do not reinstall the screw on the right side yet.
4. Replace the bottom support piece and secure it using the 4 screws. **NOTE: If you are having difficulty reinstalling the bottom piece, loosen the remaining screw securing the bill acceptor mounting clip to the game (See Figure 1). After installing the bottom piece, make sure to re-tighten the screw.**
5. Replace the bill acceptor magazine and the coin box.
6. Replace the coupler bracket, and secure it (and the right side of the bill acceptor mounting clip) with the screw.
7. If you removed the meter bracket, replace it and secure it to the game with the screw and nut.
8. Close and lock the cash door.
9. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - Elite Edge Ion

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Disconnect the ground wire and remove the cash door.
4. Remove any money from the coin box, then remove the coin box and magazine stacker from the game. See Figure 15.
5. Rest the game facedown to access the base. Protect and stabilize the front casing and monitor by prepping the area with cardboard, foam, etc.
6. Remove the circular anti-skid pad on the bottom of the game. Keep the anti-skid pad for use in installation.
7. Remove the 2 mounting screws located beneath the anti-skid circle. Rotate the circle for access to the screws. See Figure 16.
8. Remove the additional 12 screws outside the circle that are securing the bottom cover. See Figure 14. **NOTE: When removing the last few screws, be sure to hold the cover in place. If the cover is not properly secured, it may cause injury to the operator and/or damage the cover.**
9. Separate the inverter from the Velcro strip on the game base, then completely remove the base.
10. Remove the 2 wire connectors from the bill acceptor. See Figure 17.
11. Remove the 4 nuts and spacers securing the bill acceptor to the mounting plate. See Figure 18.
12. Remove the bill acceptor from the game.

Bill Acceptor Installation

1. Remove the magazine stacker from the new bill acceptor.
2. Insert the bill acceptor onto the mounting plate, then fasten it to the plate with the 4 existing nuts and spacers.
4. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. **NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.**
5. Slide the base cover into place for re-installation. When doing so, make sure the lights on the left and right side of the game are securely in place. Also tuck in the wires on the bottom of the bill acceptor. See Figure 17.
6. Reattach the inverter to the Velcro strip on the base of the game.
7. Reattach the base using the 12 screws surrounding the anti-skid circle. See Figure 16. **NOTE: Keep the back cover securely in place as you work. If the cover is not properly secured, it may cause injury to the operator and/or damage the cover.**
8. Insert and secure screws in the two remaining locations beneath the anti-skid circle. Rotate the circle for access to the screws. See Figure 16.

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Removal/Installation of Major Assemblies - Elite Edge Ion (cont'd)

9. Reaffix the anti-skid pad to the circle. If it will not adhere properly, apply glue to the back of the pad or contact Merit to order a replacement.
10. Return the game to its proper upright position.
11. In the cash tower section, reinstall the coin box and the new bill acceptor magazine.
12. Reattach the cash door and ground wire, then close and lock the door.
13. Plug in and turn on the game.

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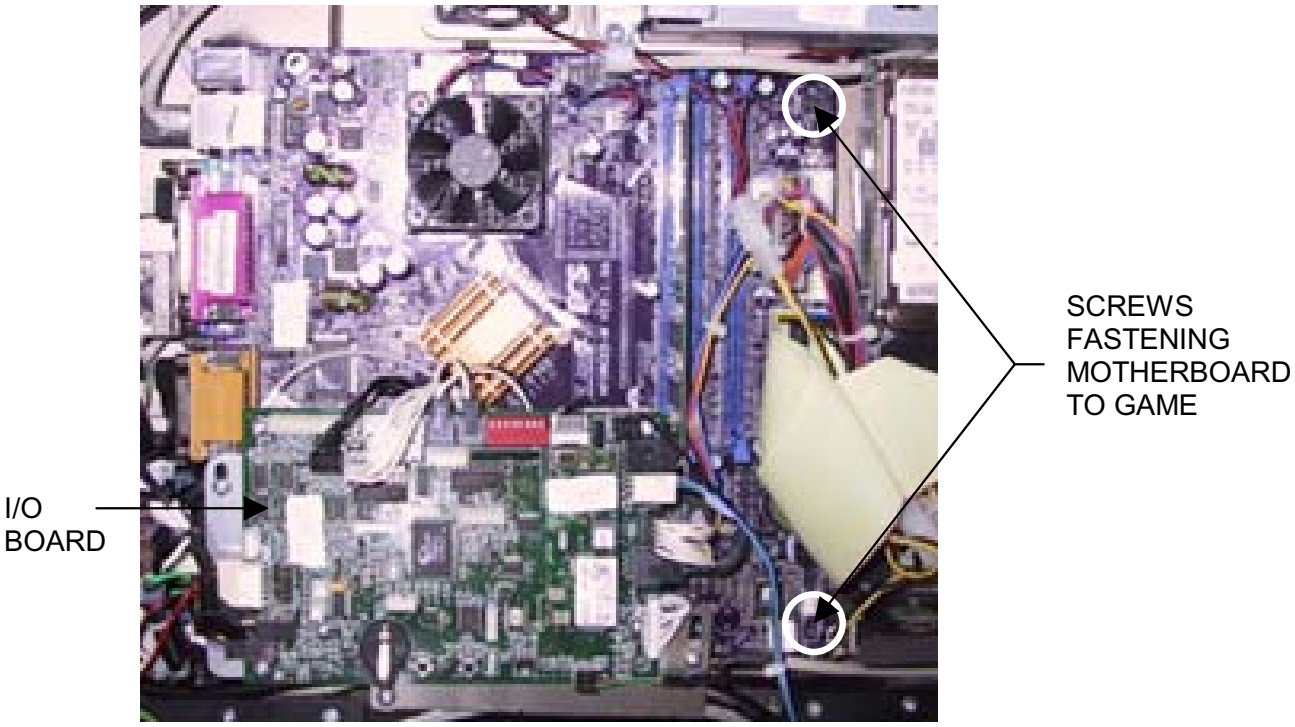

FIGURE 1 - SCREWS SECURING MOTHERBOARD ASSEMBLY TO GAME

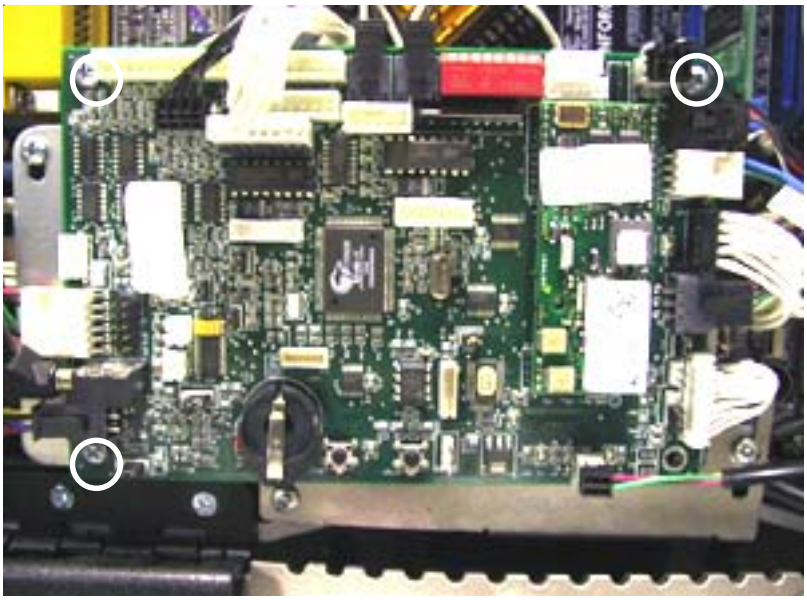

FIGURE 2 - SCREWS SECURING I/O BOARD TO MOUNTING PLATE

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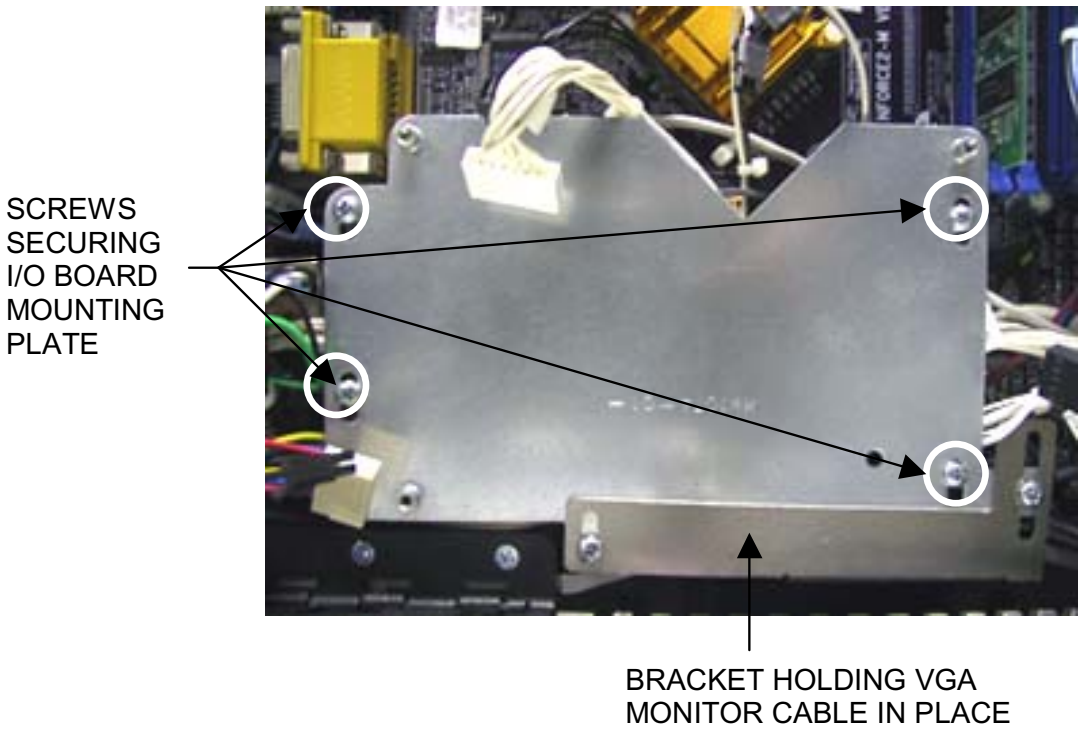

FIGURE 3 - I/O BOARD MOUNTING PLATE

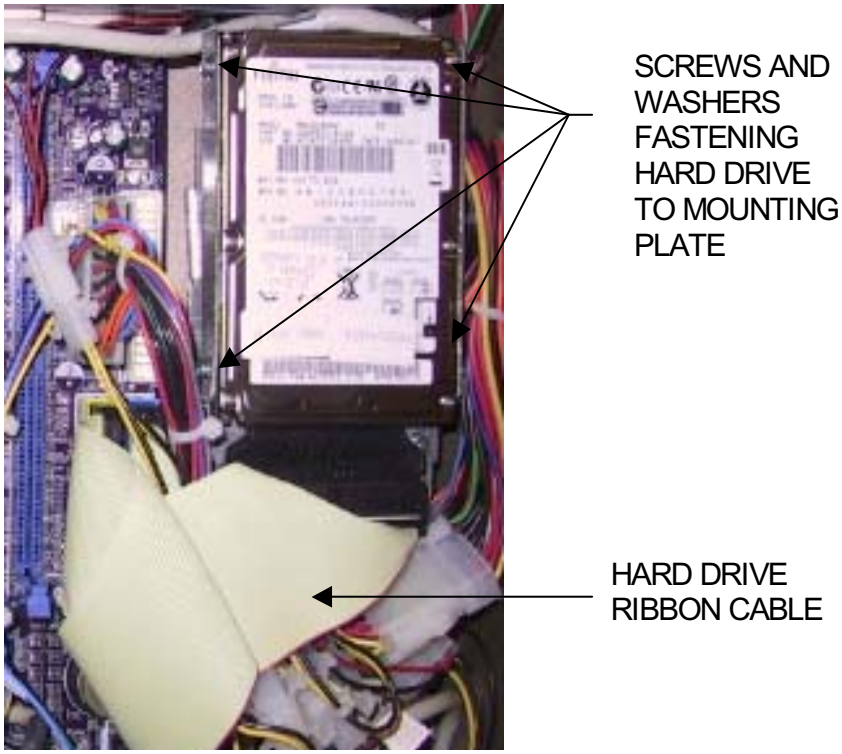

FIGURE 4 - HARD DRIVE ASSEMBLY

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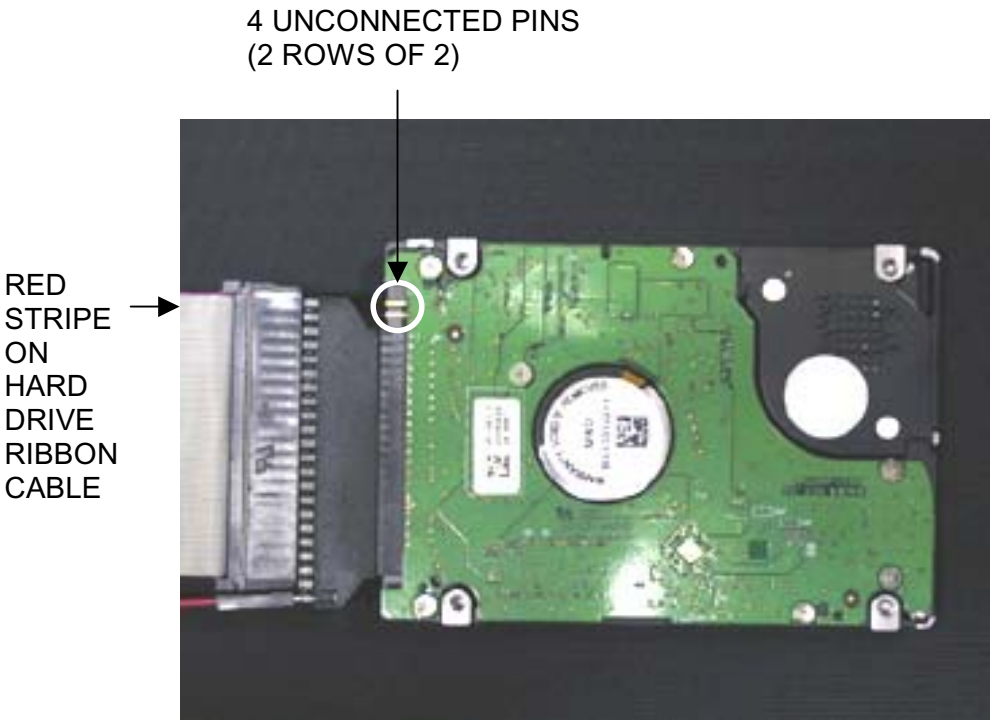

FIGURE 5 - CIRCUIT-BOARD SIDE OF HARD DRIVE

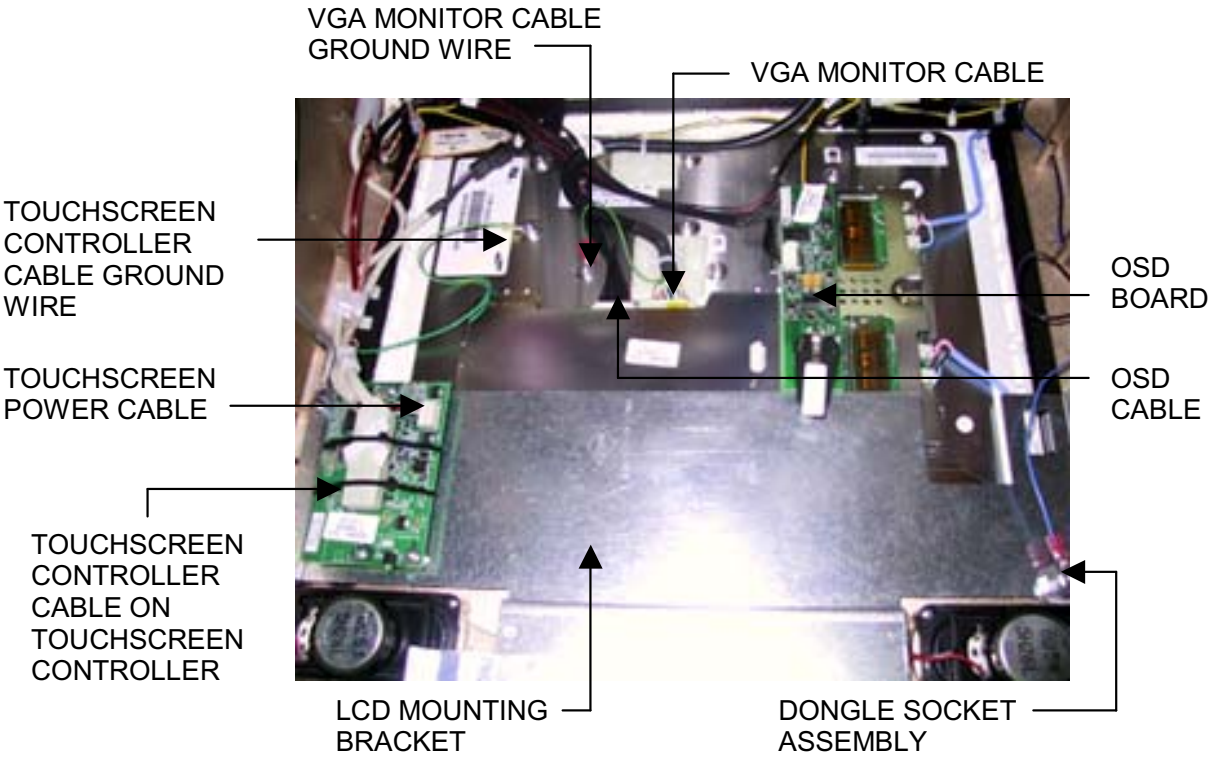

FIGURE 6 - CLOSEUP OF CPU SECTION

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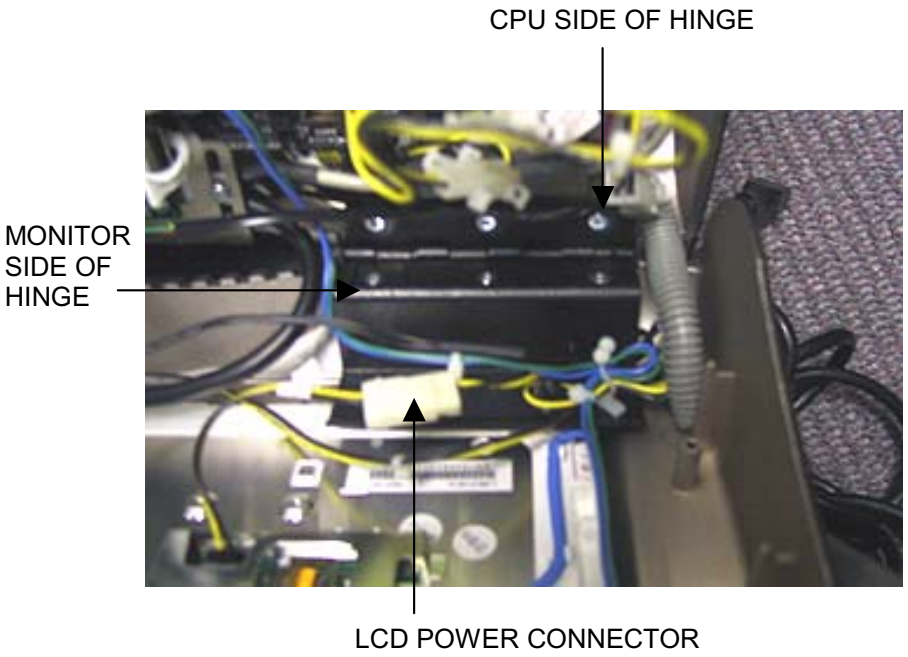

FIGURE 7 - CLOSEUP OF MONITOR HINGE

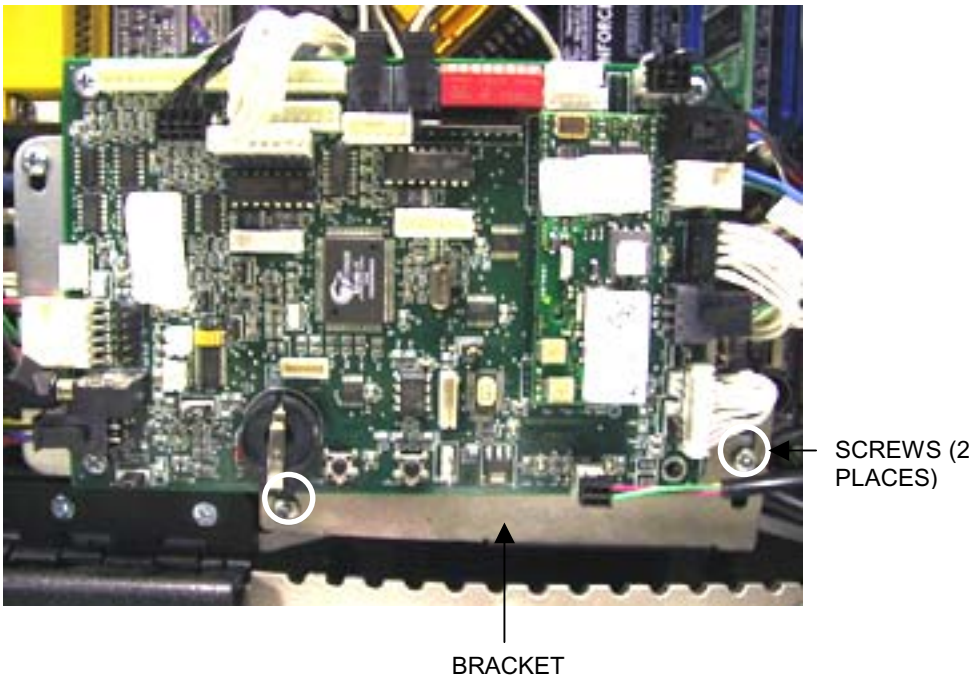

FIGURE 8 - BRACKET AND SCREWS SECURING VGA MONITOR IN PLACE

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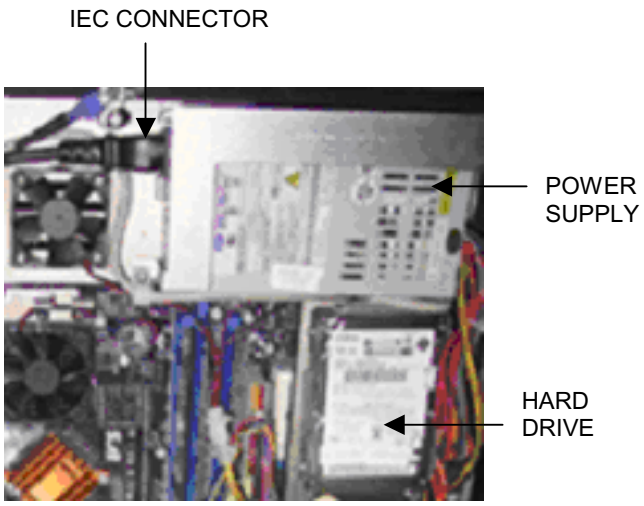

FIGURE 9 - OVERVIEW OF HARD DRIVE

FIGURE 10 - POWER SUPPLY MOUNTING SCREWS (2 PLACES)

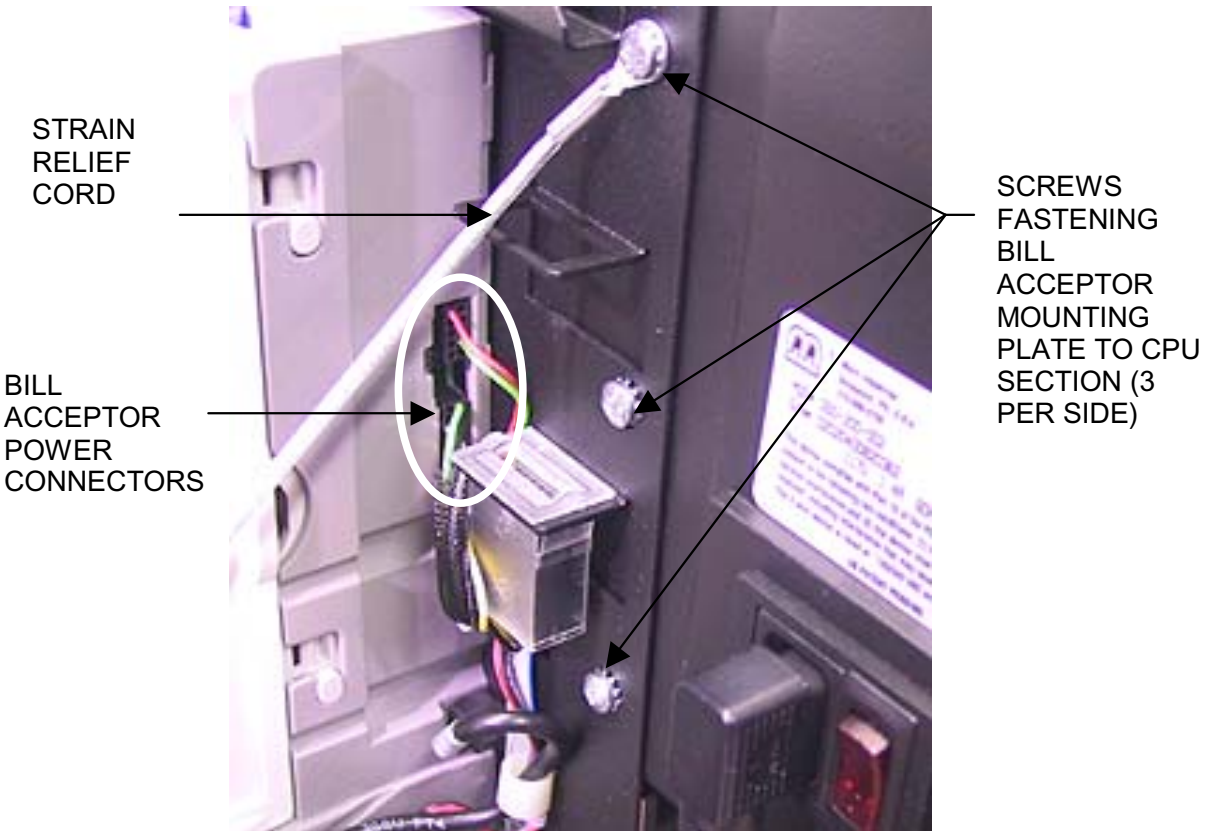
STRAIN RELIEF CORD
BILL ACCEPTOR POWER CONNECTORS
SCREWS FASTENING BILL ACCEPTOR MOUNTING PLATE TO CPU SECTION (3 PER SIDE)

FIGURE 11 - REAR VIEW OF BILL ACCEPTOR MOUNTING PLATE

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FIGURE 12 - SCREWS FASTENING BILL ACCEPTOR BEZEL TO MOUNTING PLATE

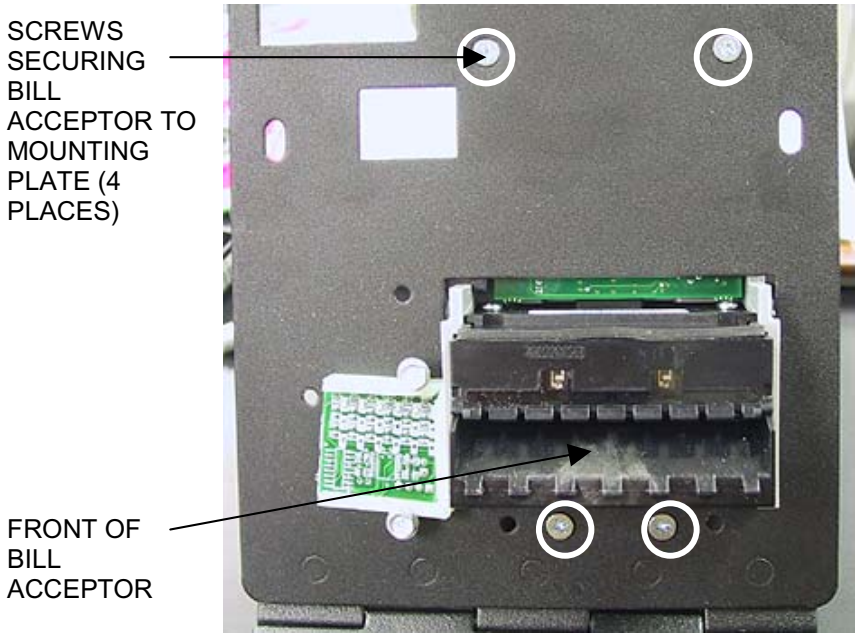

FIGURE 13 - FRONT VIEW OF EVO WITH CPU SECTION REMOVED

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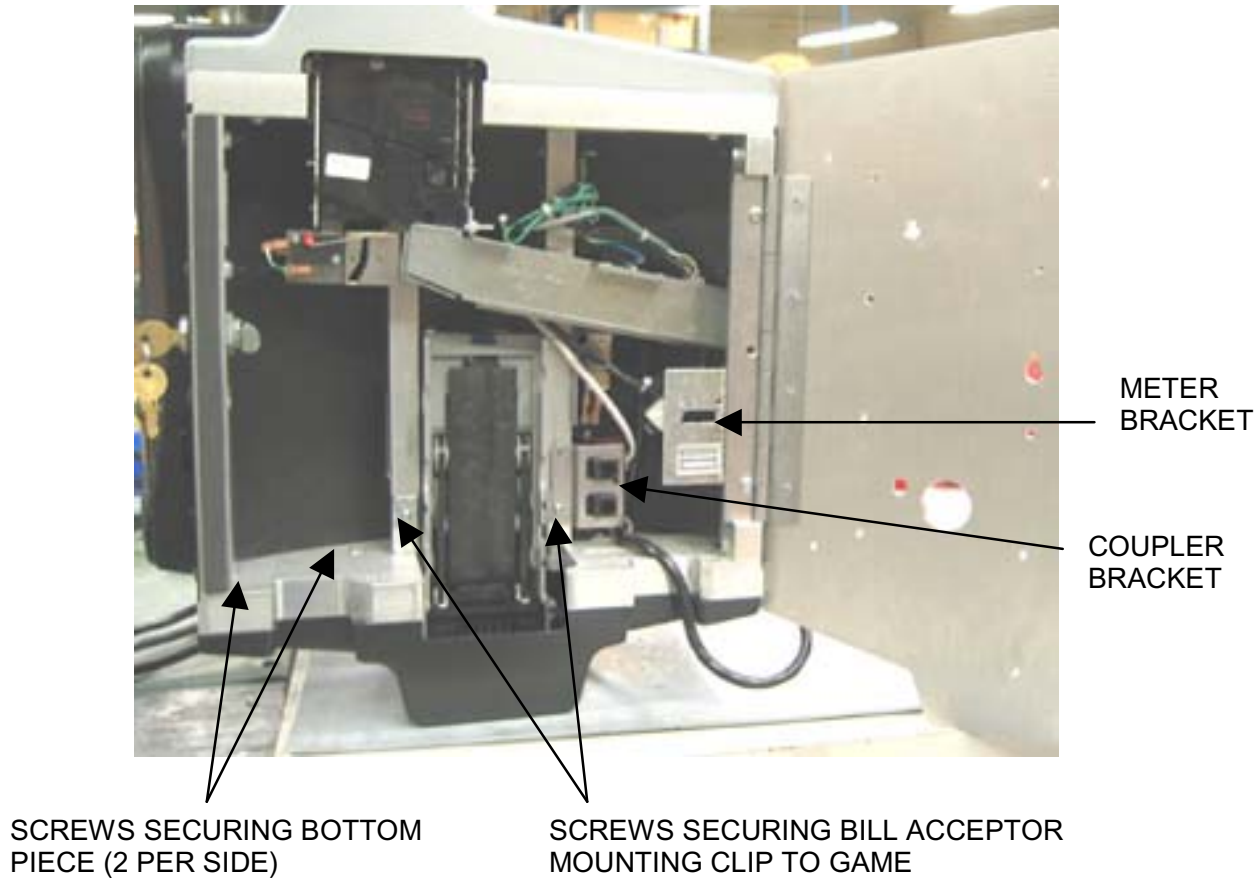

FIGURE 14 - EVO WALLETTE FROM THE REAR

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FIGURE 15 - ELITE EDGE - BILL ACCEPTOR ACCESS/REMOVAL

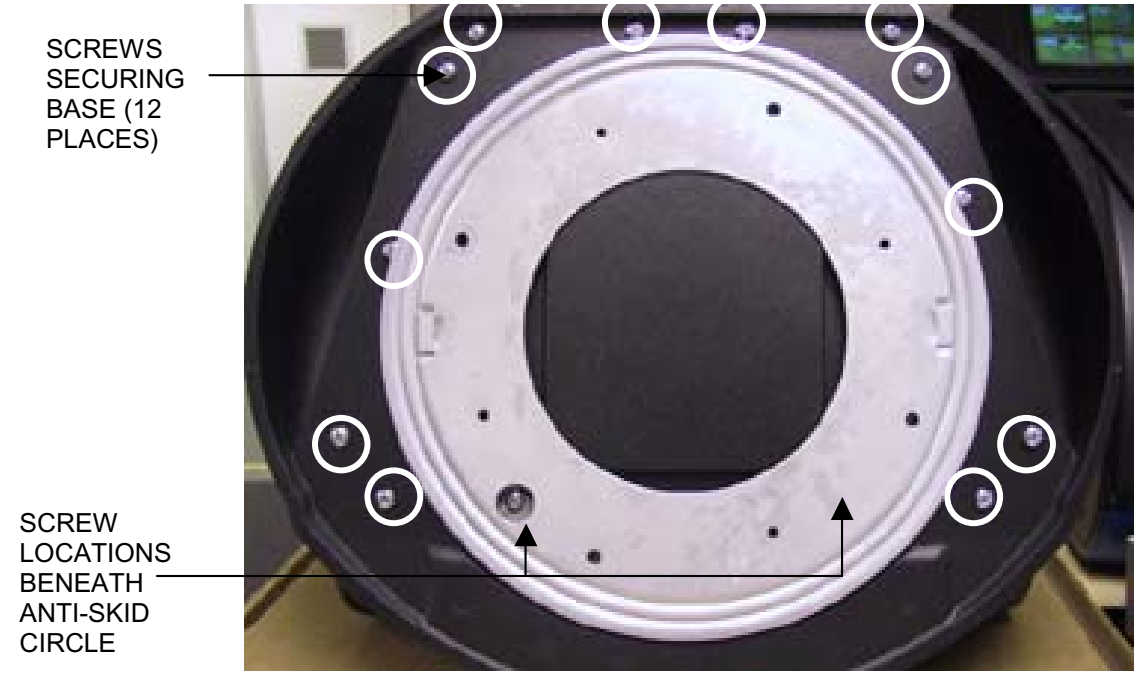

FIGURE 16 - ELITE EDGE - BASE AND ANTI-SKID CIRCLE REMOVAL

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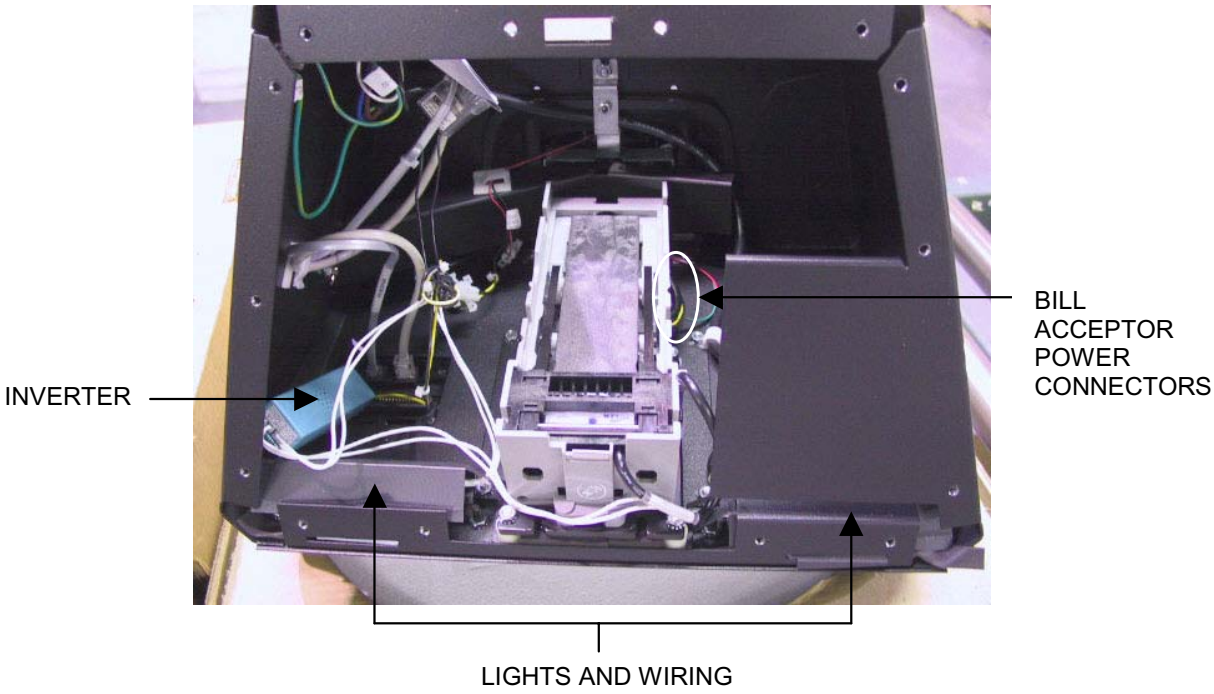

FIGURE 17 - ELITE EDGE WITH BASE REMOVED

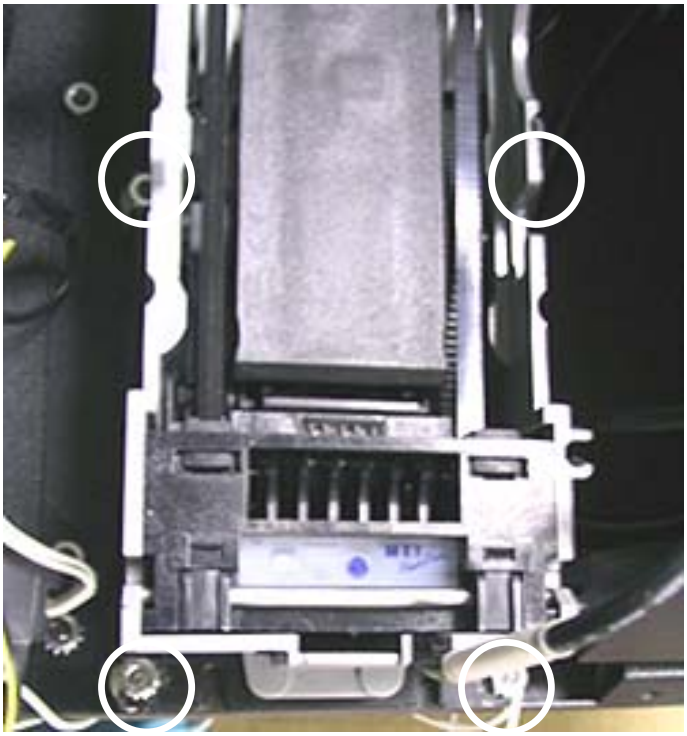

FIGURE 18 - SCREWS SECURING BILL ACCEPTOR TO MOUNTING PLATE

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Fusion Ion

Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the front bezel.
3. Loosen the screw on the hard drive support bracket and disconnect the hard drive ribbon cable. See Figure 1.
4. Disconnect the 2 fan connections on the face of the electronics box.
5. Disconnect the 2 OSD board connections. See Figure 2.
6. Carefully remove the electronics box cover and set it aside.
7. Remove all wire connections to the motherboard, taking note of their orientation so that they can be reconnected properly.
8. Remove the 8 screws securing the motherboard to the electronics box. See Figure 3.
9. Carefully extract the motherboard from the electronics box and insert it into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

Motherboard Installation

1. Set the motherboard in place within the electronics box, then secure the board with the 8 existing screws. See Figure 3.
2. Restore all motherboard wire connections with the exception of the hard drive ribbon cable and the 2 OSD board connections.
3. Feed the hard drive ribbon cable and OSD board connections through the electronics box cover, then put the cover in place over the electronics box and secure it with 2 screws. See Figure 1.
4. Connect the hard drive ribbon cable to the hard drive. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable, indicating pin-1 position, is inserted facing the unconnected pins. See Figure 4.
5. Restore the hard drive support bracket and tighten the screw. See Figure 1.
6. Reconnect the 2 OSD board connections as well as the 2 fan connections. See Figure 2.
7. Close and lock the front bezel.
8. Plug in and turn on the game.

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Removal/Installation of Major Assemblies - Fusion Ion (cont'd)

Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Loosen the screw on the hard drive support bracket and disconnect the hard drive ribbon cable. See Figure 1.
5. Remove the screw supporting the hard drive mounting plate and slide the hard drive and mounting plate off of the electronics box cover. See Figure 1.
6. Separate the CPU fan mounting plate from the hard drive mounting plate by removing the 2 nuts. See Figure 1.
7. Remove the 4 screws and washers from the hard drive mounting plate, then carefully extract the hard drive. See Figure 1.

Hard Drive Installation

1. Insert the new hard drive, circuit board-side down with the connection facing left, into the hard drive mounting plate. Secure the hard drive in place with 4 screws and washers. See Figure 1.
2. Reattach the CPU fan mounting plate to the hard drive mounting plate with the 2 existing nuts. See Figure 1.
3. Slide the hard drive mounting plate into place on the electronics box cover and secure it with the existing screw. See Figure 1.
4. Connect the hard drive ribbon cable to the hard drive. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable (indicating pin-1 position) is inserted facing the unconnected pins. See Figure 4.
5. Secure the ribbon cable in place with the hard drive support bracket and tighten the screw. See Figure 1.

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Removal/Installation of Major Assemblies - Fusion Ion

Monitor Removal

1. Turn off and unplug the game.
2. Unlock and open the bezel.
3. Remove the 6 thumbnuts fastening the bezel to the game. See Figure 5.
4. Loosen the bezel only enough to gain access to the wire connections underneath, then disconnect the button controller wire connection at the foot of the bezel.
5. Proceed to the top of the bezel and remove the dongle socket wire and ground wire. See Figure 6. Also remove the wire connection to the coin mechanism on the opposite side of the bezel.
6. Remove the bezel.
7. Remove the tie wraps securing the wire harnesses to the back of the monitor. Disconnect the VGA monitor cable connection and ground wire. See Figure 5.
8. Disconnect the LCD connector and remove the OSD cable connection from the monitor. See Figure 5.
9. Remove the tie wrap around the touchscreen controller and disconnect the touchscreen controller cable. See Figure 5. Also disconnect the Molex connector (orange and gray wires).
10. Use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the monitor with denatured alcohol.
11. Remove the 4 screws securing the monitor to the bezel, then gently remove the monitor. See Figure 7.

Monitor Installation

1. Line up the new monitor with the screw holes on the wooden frame and secure the monitor in place with the 4 existing screws. See Figure 7. The white edge of the monitor and the monitor wire connections should face the bottom of the game.
2. Clean the glass on the reverse side of the new or existing touchscreen with the supplied alcohol wipe, then cut pieces of the supplied 1/2” foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing. Carefully place the touchscreen over the monitor in the same manner it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.
3. Lift the bezel to access the reverse side of the monitor. Connect the touchscreen controller cable to the touchscreen controller, then connect the Molex connector (orange and gray wires). See Figure 5.
4. Restore the OSD cable and the VGA monitor cable to the back of the monitor. Also reconnect the VGA monitor cable ground wire. See Figure 5.
5. Reconnect the LCD power connector (black and yellow wires). See Figure 5.

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Removal/Installation of Major Assemblies - Fusion Ion (cont'd)

6. Return the bezel in place on top of the game, but do not secure it. Reconnect all wire connections attached to the bezel, including the dongle socket wire, ground wire (see Figure 6), coin mechanism and button controller connections.
7. Secure the bezel completely by fastening the 6 existing thumbnuts. See Figure 5.
8. Plug in and turn on the game.
9. When the game is finished booting, press the CALIBRATE button.
10. Close and lock the bezel, then calibrate the touchscreen.

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Removal/Installation of Major Assemblies - Fusion Ion

Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock and open the bezel.
3. Remove the 6 thumbnuts fastening the bezel to the game. See Figure 5.
4. Loosen the bezel only enough to gain access to the wire connections underneath, then disconnect the button controller wire connection at the foot of the bezel.
5. Proceed to the top of the bezel and remove the dongle socket wire and ground wire. See Figure 6. Also remove the wire connection to the coin mechanism on the opposite side of the bezel.
6. Remove the bezel.
7. Remove the tie wraps securing the wire harnesses to the back of the monitor. Disconnect the VGA monitor cable connection and ground wire. See Figure 5.
8. Disconnect the LCD connector and remove the OSD cable connection from the monitor. See Figure 5.
9. Remove the tie wrap around the touchscreen controller and disconnect the touchscreen controller cable. See Figure 5. Also disconnect the Molex connector (orange and gray wires).
10. Use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the monitor with denatured alcohol.

Touchscreen Installation

1. Clean the glass on the reverse side of the new or existing touchscreen with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing. Carefully place the touchscreen over the monitor in the same manner it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.
2. Lift the bezel to access the reverse side of the monitor. Connect the touchscreen controller cable to the touchscreen controller, then connect the Molex connector (orange and gray wires). See Figure 5.
3. Restore the OSD cable and the VGA monitor cable to the back of the monitor. Also reconnect the VGA monitor cable ground wire. See Figure 5.
4. Reconnect the LCD power connector (black and yellow wires). See Figure 5.
5. Return the bezel in place on top of the game, but do not secure it. Reconnect all wire connections attached to the bezel, including the dongle socket wire, ground wire (see Figure 6), coin mechanism and button controller connections.
6. Secure the bezel completely by fastening the 6 existing thumbnuts. See Figure 5.
7. Plug in and turn on the game.
8. When the game is finished booting, press the CALIBRATE button.
9. Close and lock the bezel, then calibrate the touchscreen.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Fusion Ion

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Pull out the bill acceptor magazine.
4. Remove the 4 nuts securing the bill acceptor to the cash door. Also remove the ground wire. See Figure 8.
5. Remove the bill acceptor from its housing.
6. Remove the 2 wire connections from the bill acceptor. See Figure 8.

Bill Acceptor Installation

1. Reconnect the 2 wire harnesses at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector when the bill acceptor is upright and the cash door is closed. **NOTE: When the cash door is open, the 12-pin connector will appear above the 10-pin connector. See Figure 1. Failure to install the connectors properly will result in game malfunction.**
2. Fit the bill acceptor into place on the cash door and secure it with the 4 existing nuts. See Figure 8.
3. Reattach the ground wire. See Figure 8.
4. Reinstall the bill acceptor magazine.
5. Close and lock the cash door.
6. Plug in and turn on the game.

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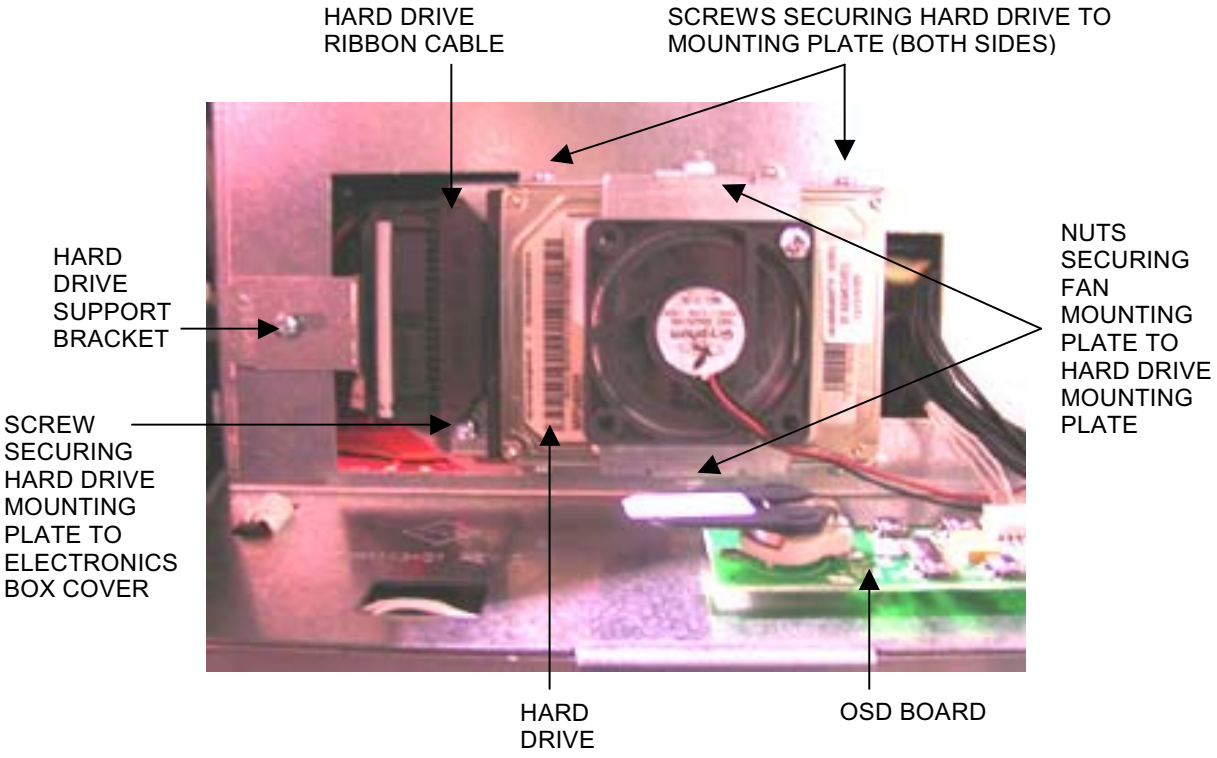
HARD DRIVE RIBBON CABLE
SCREWS SECURING HARD DRIVE TO MOUNTING PLATE (BOTH SIDES)
HARD DRIVE SUPPORT BRACKET
NUTS SECURING FAN MOUNTING PLATE TO HARD DRIVE MOUNTING PLATE
SCREW SECURING HARD DRIVE MOUNTING PLATE TO ELECTRONICS BOX COVER
HARD DRIVE
OSD BOARD

FIGURE 1 - HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

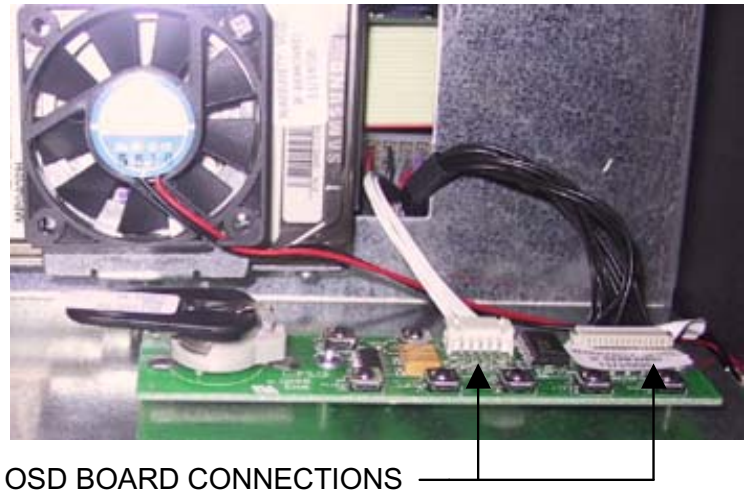

FIGURE 2 - OSD BOARD

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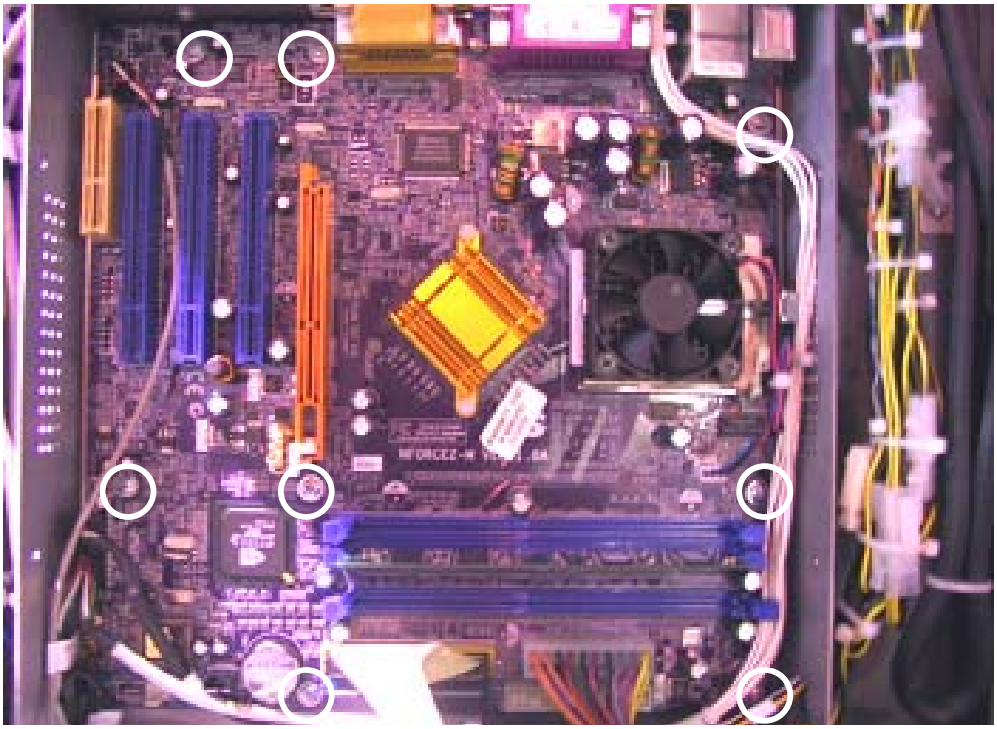

FIGURE 3 - SCREWS SECURING MOTHERBOARD

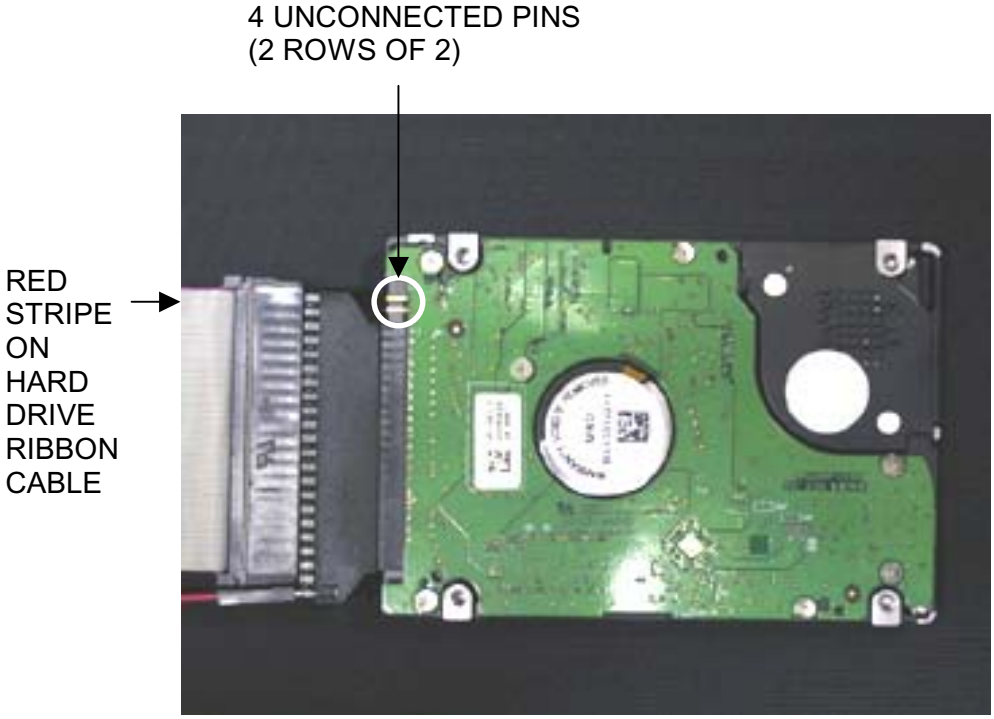

FIGURE 4 - CIRCUIT-BOARD SIDE OF HARD DRIVE

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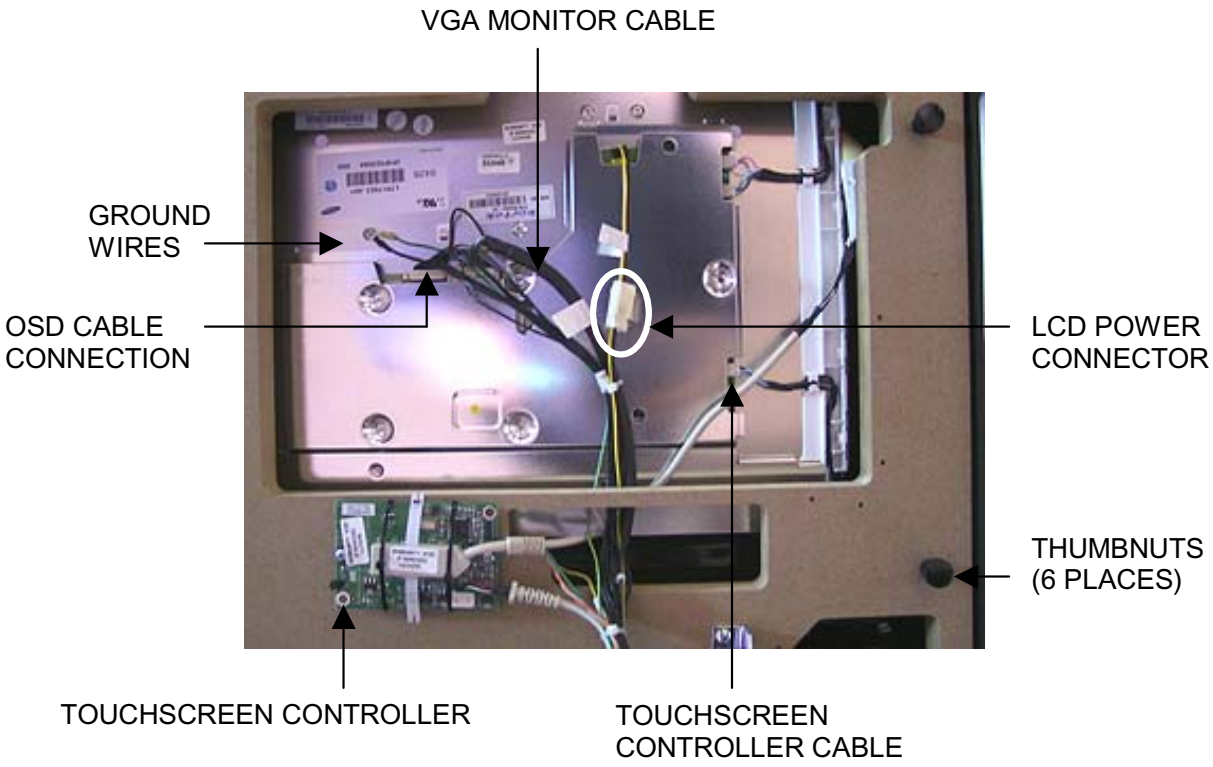

FIGURE 5 - REAR VIEW OF MONITOR / UNDERSIDE OF BEZEL

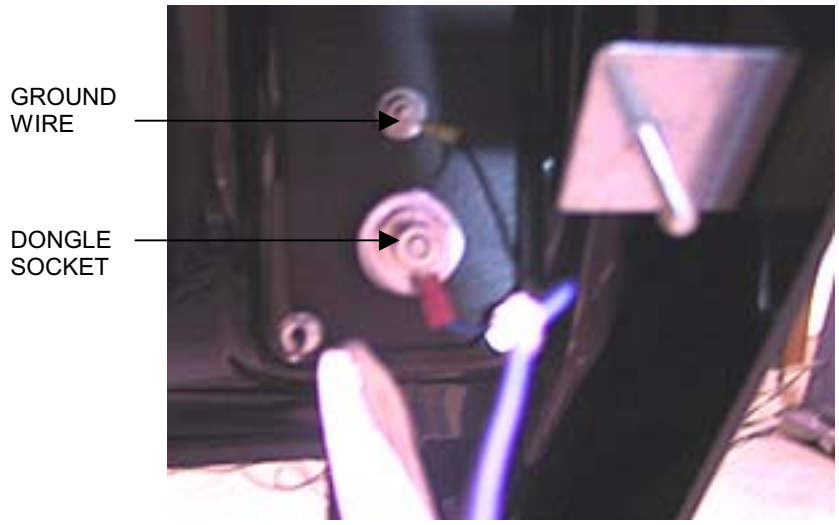

FIGURE 6 - DONGLE SOCKET AND GROUND WIRE CONNECTIONS

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FIGURE 7 - MONITOR (WITH BEZEL REMOVED)

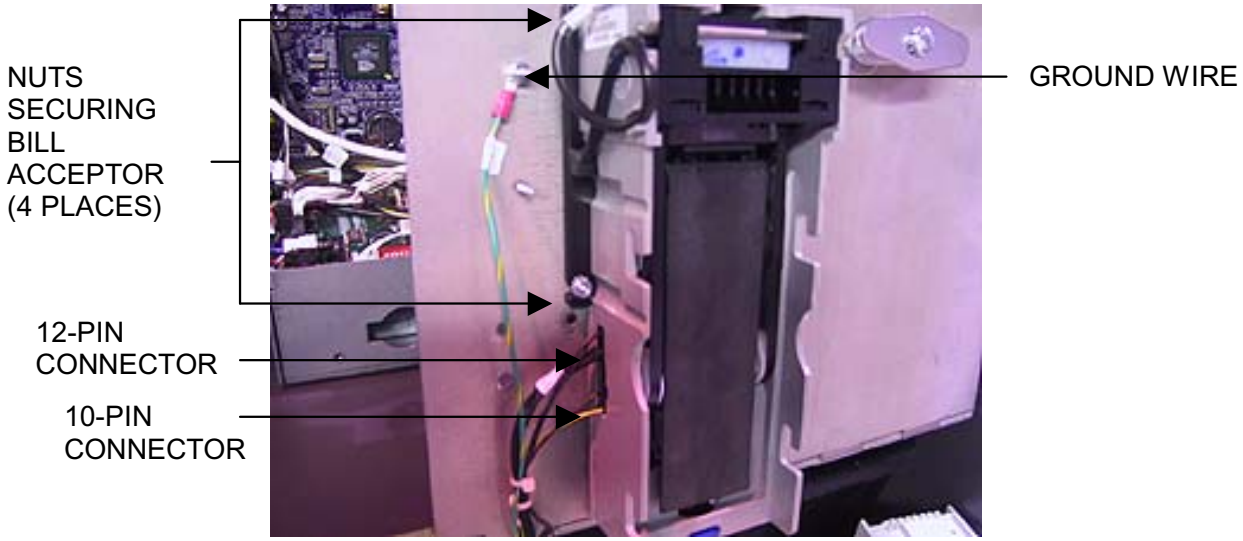

FIGURE 8 - OPEN CASH DOOR AND BILL ACCEPTOR

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk

Motherboard Removal

1. Turn off and unplug the game.
2. Loosen the 2 screws on the underside of the control panel, then unlock and open the panel.
3. Remove the 2 screws holding the liquid catch pan in place on the electronics box and disconnect the catch pan's fan connection. Pull gently on the catch pan until it unsnaps at the drainage hole and can be removed.
4. Loosen the screw on the hard drive support bracket and disconnect the hard drive ribbon cable. See Figure 1.
5. Disconnect the fan connection on the face of the electronics box, as well as the control board connection. See Figure 1.
6. Remove the 2 screws securing the electronics box cover, then carefully remove the cover and set it aside.
7. Remove all wire connections to the motherboard, taking note of their orientation so that they can be reconnected properly.
8. Remove the 8 screws securing the motherboard to the electronics box. See Figure 2.
9. Carefully extract the motherboard from the electronics box and insert it into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

Motherboard Installation

1. Set the motherboard in place within the electronics box, then secure the board with the 8 existing screws. See Figure 2.
2. Restore all motherboard wire connections with the exception of the hard drive ribbon cable and the control board connection.
3. Feed the hard drive ribbon cable and control board connection through the electronics box cover, then put the cover in place over the electronics box and secure it with 2 screws. See Figure 1.
4. Connect the hard drive ribbon cable to the hard drive. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable, indicating pin-1 position, is inserted facing the unconnected pins. See Figure 3.
5. Restore the hard drive support bracket and tighten the screw. See Figure 1.
6. Reconnect the control board connection. See Figure 1.
7. Place the liquid catch pan over the electronics box and snap into place at the drainage hole. Secure the catch pan in place with the 2 existing screws.
8. Reconnect the 2 fan connections.
9. Close and lock the control panel. Tighten the screws on the underside of the panel.
10. Plug in and turn on the game.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk

Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Loosen the 2 screws on the underside of the control panel, then unlock and open the panel.
4. Remove the 2 screws holding the liquid catch pan in place on the electronics box and disconnect the catch pan's fan connection. Pull gently on the catch pan until it unsnaps at the drainage hole and can be removed.
5. Loosen the screw on the hard drive support bracket and disconnect the hard drive ribbon cable. See Figure 1.
6. Remove the screw supporting the hard drive mounting plate and slide the hard drive and mounting plate off of the electronics box cover. See Figure 1.
7. Remove the 4 screws and washers from the hard drive mounting plate, then carefully extract the hard drive. See Figure 1.

Hard Drive Installation

1. Insert the new hard drive, circuit board-side down with the connection facing left, into the hard drive mounting plate. Secure the hard drive in place with 4 screws and washers. See Figure 1.
2. Slide the hard drive mounting plate into place on the electronics box cover and secure it with the existing screw. See Figure 1.
3. Connect the hard drive ribbon cable to the hard drive. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable (indicating pin-1 position) is inserted facing the unconnected pins. See Figure 3.
4. Secure the ribbon cable in place with the hard drive support bracket and tighten the screw. See Figure 1.
5. Place the liquid catch pan over the electronics box and snap into place at the drainage hole. Secure the catch pan in place with the 2 existing screws.
6. Reconnect the catch pan's fan connection.
7. Close and lock the control panel. Tighten the screws on the underside of the panel.
8. Plug in and turn on the game.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk

Trackball Removal

1. Turn off and unplug the game.
2. Loosen the 2 screws on the underside of the control panel, then unlock and open the panel.
3. Remove the 6-pin wire harness connector, as well as the fast-on connectors attached to the trackball's light bulb (if applicable). See Figure 4.
4. Remove the nut securing the ground wire(s) to the control panel. Save the nut to secure the new ground wires. See Figure 4.
5. Remove the 4 screws holding the trackball assembly in place. Remove the trackball assembly from the game.

Trackball Installation

1. Place the new trackball assembly over the captive studs on the mounting plate. **NOTE: The trackball assembly is marked with an arrow and "MONITOR" notation to assist with proper positioning. Figure 1 shows the trackball mounted correctly.**
2. Use the 4 existing screws to secure the trackball to the mounting plate's captive nuts. See Figure 4.
3. Reconnect the 6-pin wire harness and the 2 fast-on connectors that power the trackball's light bulb (if applicable). See Figure 4.
4. Secure the ground wires with the existing nut. See Figure 4.
5. Close and lock the control panel. Tighten the screws on the underside of the panel.
6. Plug in and turn on the game.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk

Monitor Removal

1. Turn off and unplug the game.
2. Unlock and remove the rear door of the game.
3. Loosen the 2 screws on the underside of the front control panel, then unlock and open the panel.
4. Follow the VGA monitor cable from the monitor to the electronics box under the control panel. Disconnect the cable and close the control panel. **NOTE: It is not necessary to open the electronics box.**
5. Inside the rear door section, remove the 2 screws securing the wireless module bracket to the interior side wall of the game. Set the bracket and wireless module aside. See Figure 5.
6. Disconnect the wire connections to the 2 inverters on the interior side wall. Also remove the OSD board from the Velcro on the same wall. See Figure 5.
7. Disconnect the 2 speaker wire connectors located near the top of the cabinet. See Figure 5.
8. Disconnect the monitor AC connector from the back of the game. See Figure 5.
9. Use a screwdriver to pry off the T-molding or plugs that appear along the side panels of the game, revealing 6 screws per side. Remove the screws, then remove the side panels. **NOTE: The side panels, which are located adjacent to the front control panel, will feature either 2 strips of T-molding or 6 plugs per side.**
10. Remove the 6 screws under each side panel.
11. Loosen, but do not remove, the 2 screws on the horizontal monitor brace. See Figure 5.
12. With assistance, carefully remove the top section of the game's cabinet.
13. Remove the 3 screws securing the monitor to the front of the game.
14. Carefully remove the monitor from the bottom section of the cabinet.

Monitor Installation

1. Properly position the new monitor into the bottom section of the cabinet.
2. Secure the monitor in place with the 3 existing screws from the front of the game.
3. With assistance, carefully place the top section of the cabinet over the monitor and onto the game.
4. Secure the top section of the cabinet in place using 6 screws per side of the game. See Figure 5.
5. Tighten the 2 screws on the horizontal monitor brace to support the monitor in place. See Figure 1.
6. Connect and secure the VGA monitor cable to the motherboard via the connector side of the electronics box under the control panel. **NOTE: It is not necessary to open the electronics box.**
7. Close and lock the control panel. Tighten the screws on the underside of the panel.
8. Connect the monitor AC connector in the rear door section. See Figure 5.
9. Reconnect the wire connections to the 2 inverters attached to the side wall. Also reattach the OSD board to the Velcro. See Figure 5.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk (cont'd)

10. Secure the wireless module bracket and wireless module to the side wall using the 2 existing screws. See Figure 5.
11. Reconnect the 2 speaker wire connectors located near the top of the monitor. See Figure 5.
12. Restore the 2 side panels to the outer walls of the game, then secure in place with 6 screws per side.
13. Restore the T-molding or plugs to the side panels.
14. Restore and lock the rear door of the game.
15. Plug in and turn on the game.

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ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Removal/Installation of Major Assemblies - Merit Boardwalk

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the coin/bill acceptor door.
3. Pull out the bill acceptor magazine.
4. Remove the 4 hexnuts and screws securing the bill acceptor to the cash door, as well as the ground wire secured by one of the hexnuts. See Figure 6.
5. Remove the hexnut securing the bill acceptor ground wire. See Figure 6.
5. Remove the bill acceptor from its housing.
6. Remove the 2 wire connections from the bill acceptor. See Figure 6.

Bill Acceptor Installation

1. Reconnect the 2 wire harnesses at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector when the bill acceptor is installed in the coin/bill acceptor door. See Figure 6. **NOTE: Failure to install the connectors properly will result in game malfunction.**
2. Fit the bill acceptor into place on the cash door and secure it with the 4 existing screws and nuts. One hexnut will also be used to secure the ground wire originating from the back of the game. See Figure 6.
3. Use the remaining hexnut to secure the bill acceptor ground wire. See Figure 6.
4. Reinstall the bill acceptor magazine.
5. Close and lock the coin/bill acceptor door.
6. Plug in and turn on the game.

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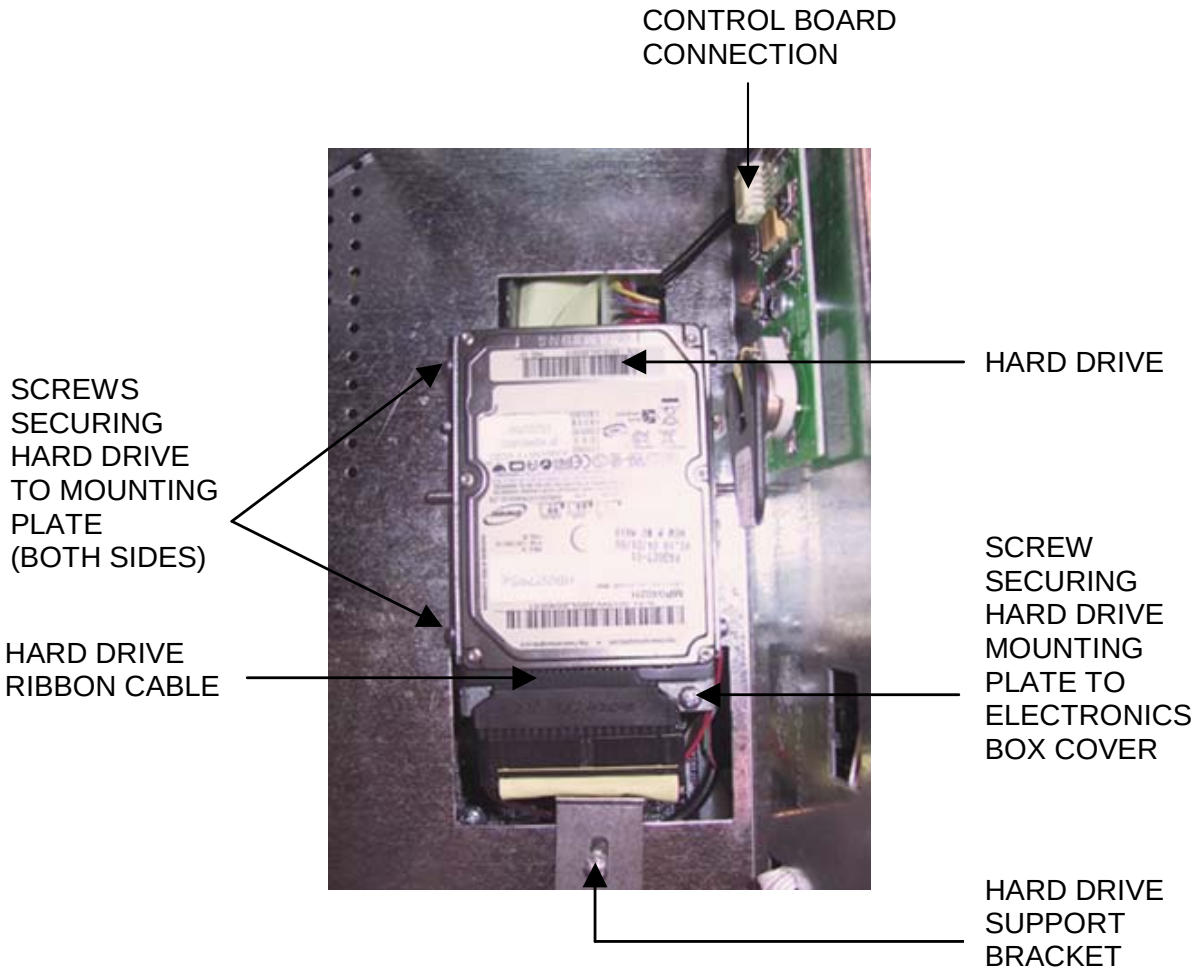
CONTROL BOARD CONNECTION
HARD DRIVE
SCREWS SECURING HARD DRIVE TO MOUNTING PLATE (BOTH SIDES)
SCREW SECURING HARD DRIVE MOUNTING PLATE TO ELECTRONICS BOX COVER
HARD DRIVE RIBBON CABLE
HARD DRIVE SUPPORT BRACKET

FIGURE 1 - HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

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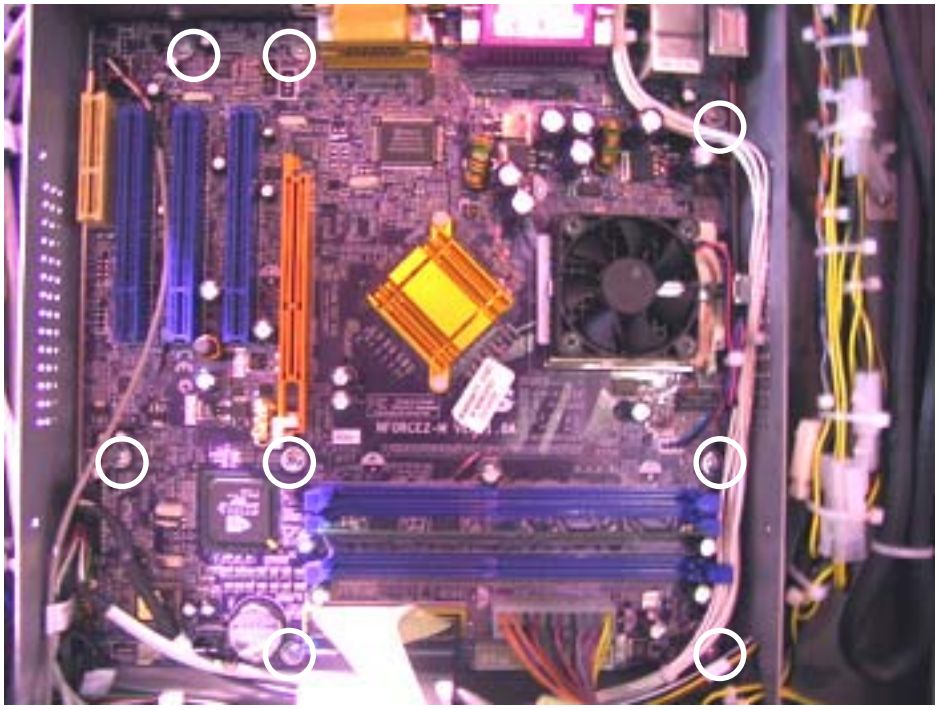

FIGURE 2 - SCREWS SECURING MOTHERBOARD

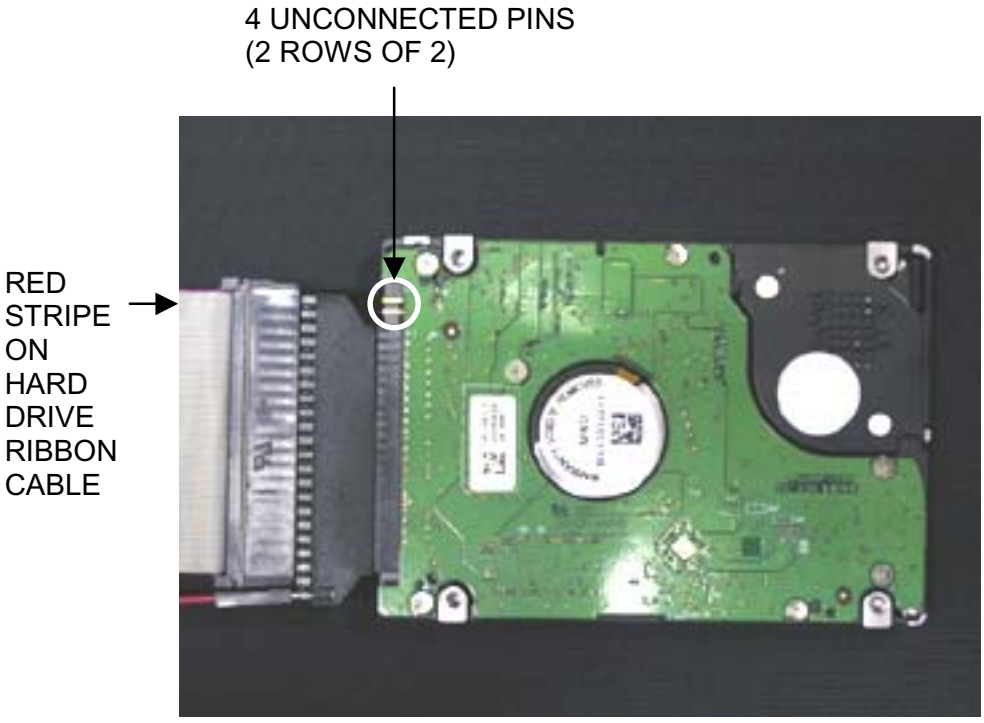

FIGURE 3 - CIRCUIT-BOARD SIDE OF HARD DRIVE

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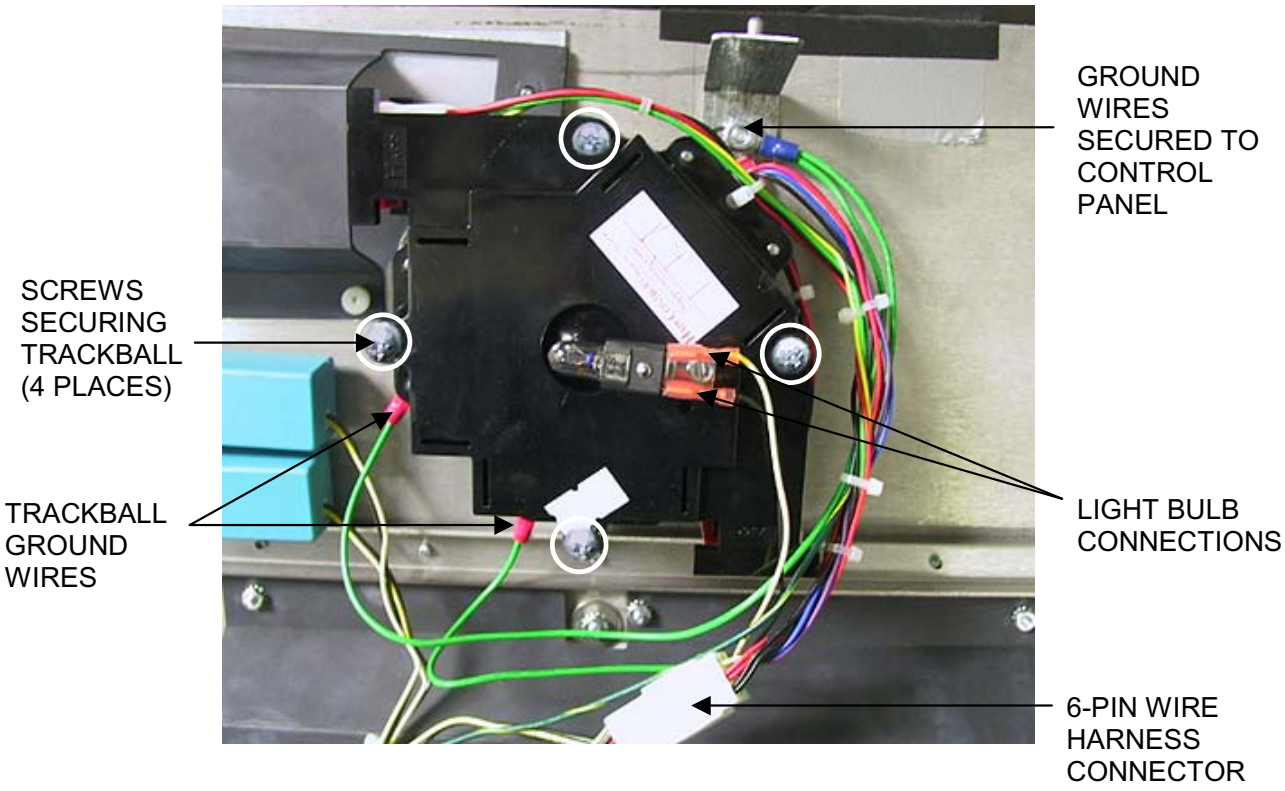
GROUND WIRES SECURED TO CONTROL PANEL
SCREWS SECURING TRACKBALL (4 PLACES)
TRACKBALL GROUND WIRES
LIGHT BULB CONNECTIONS
6-PIN WIRE HARNESS CONNECTOR

FIGURE 4 - TRACKBALL ASSEMBLY SECURED TO UNDERSIDE OF CONTROL PANEL

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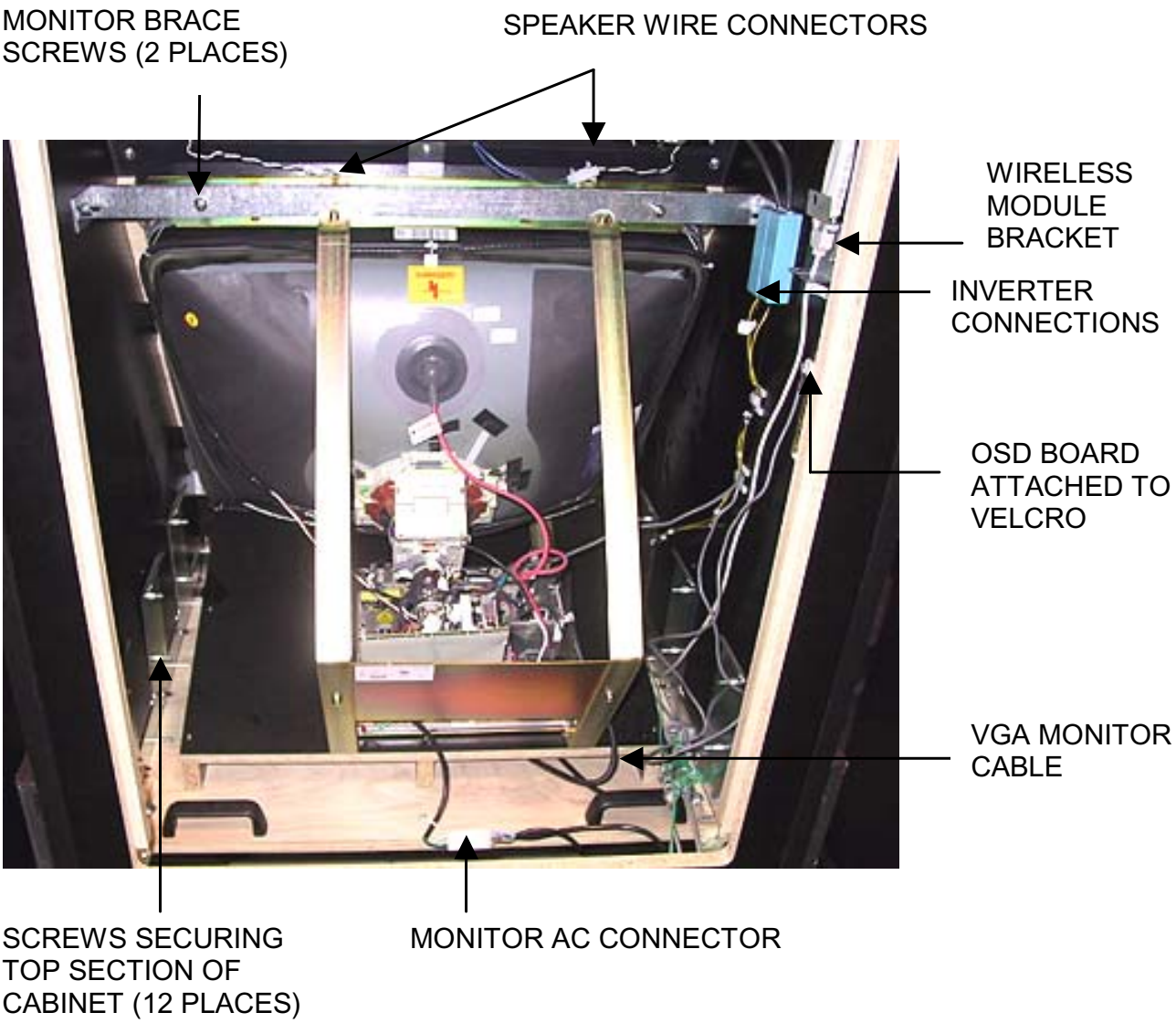
MONITOR BRACE SCREWS (2 PLACES)
SPEAKER WIRE CONNECTORS
WIRELESS MODULE BRACKET
INVERTER CONNECTIONS
OSD BOARD ATTACHED TO VELCRO
VGA MONITOR CABLE
SCREWS SECURING TOP SECTION OF CABINET (12 PLACES)
MONITOR AC CONNECTOR

FIGURE 5 - REAR VIEW OF MONITOR

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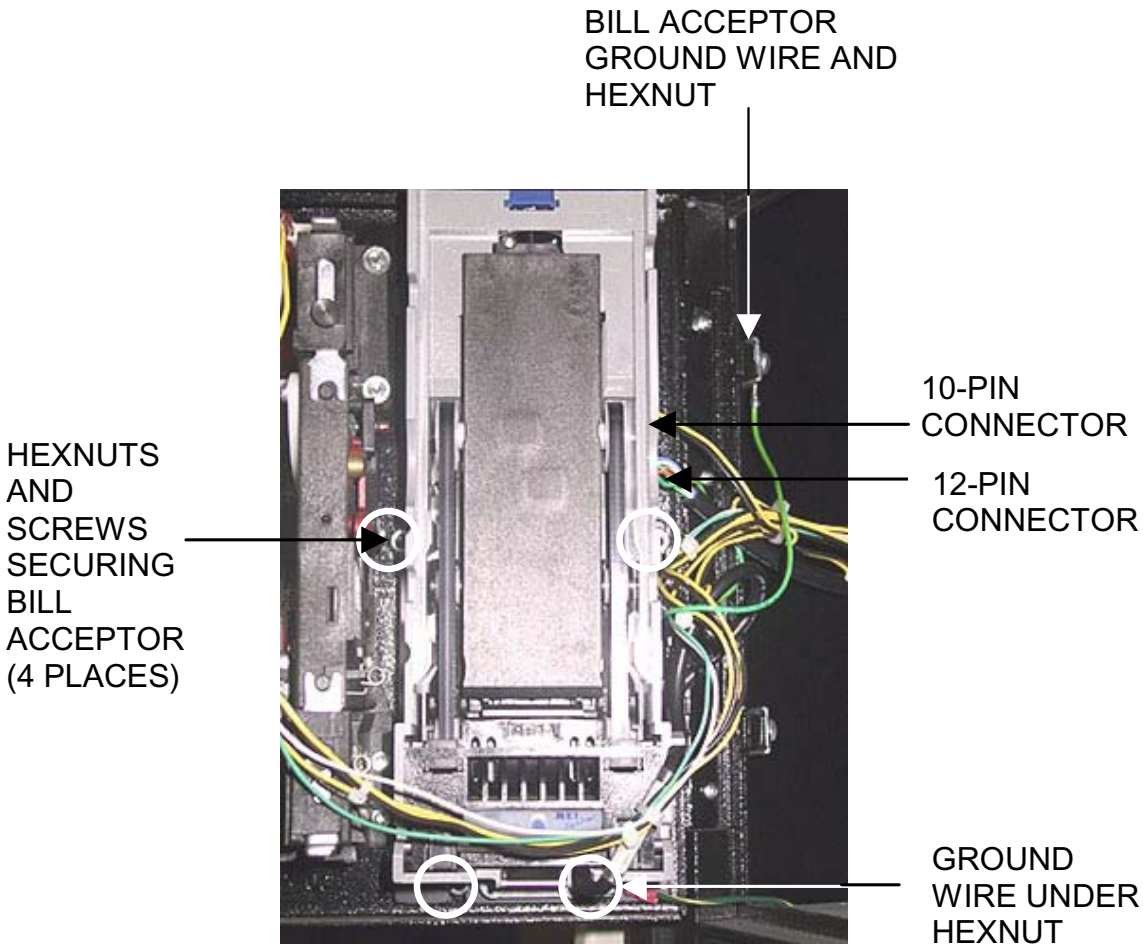

FIGURE 6 - BILL ACCEPTOR WITH MAGAZINE REMOVED

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DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Megatouch games. Make sure to read the information in the **Notes** column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: The DIP switch functionality is built into the software. To access the DIP switches through the software: Turn off the game. Set DIP switch 1 to the closed position. Turn power on. When the message **Please reset DIP 1 to proceed** appears, reset DIP 1 to the open position. The Merit diagnostics page will appear. Touch **?** for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch **X** to exit.

DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	• Configures the CMOS settings on the motherboard to Merit specifications and checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for TournaMAXX™ and TouchTunes®	• Clears the login name, password, access phone number, and all call-in settings for TournaMAXX users. • Clears all the loaded albums for TouchTunes users. • Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to TournaMAXX and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, TournaMAXX setup information must be re-entered, and an **Update From Server** should be performed. **NOTE:** TournaMAXX games must perform **an Update From Server** BEFORE performing a memory clear.
4 & 7	Complete memory clear	• Clears ALL memory on hard drive including the TournaMAXX player database, TournaMAXX settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, TournaMAXX setup information must be re-entered, and an **Update From Server** should be performed. **NOTE:** TournaMAXX games must perform an **Update From Server** BEFORE performing a complete memory clear.
3	Watchdog Timer (EVO, Elite Edge, Wallette and Fusion games)	• When the watchdog timer is enabled, it will reboot the machine within 2 minutes of a failure, allowing the game to automatically reset itself if a problem arises.

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Merit Industries, Inc.
Troubleshooting Guide for ***Megatouch Ion™ Games***

PROBLEM	CORRECTIVE ACTION
• **no power** • **bill acceptor motor does not run** • **no flash on the monitor screen** • **no cooling fans operating** • **no output from power supply**	• Check that the power cord is connected to a "live" outlet. • Check that the power switch is on. • Check that the power cord is connected to the game power supply. • Check that the power supply's voltage select switch is set to the proper voltage. • Check the harness connections to the on/off switch and circuit breaker. • Check the circuit breaker for an "open". • Check the A/C harness connection to the power supply. • Check the line cord.
• **no video** • **no cooling fan operation** • **screen is blank** • **A/C power to the monitor and bill acceptor** • **no output from power supply**	• Check the power on jumper wire located on the motherboard. It should connect J2 to pin 21 of Panel 1. If this jumper wire is missing or not connected between the correct pins, it may prevent the power supply from turning on. For more information, see Tech Note 52. • Check the D/C harness connection to the motherboard. • Check the A/C harness connection to the power supply.
• **no video** • **cooling fans are working** • **there is a sound when coins are deposited**	• Check the video cable connections to the motherboard and the LCD display (and the monitor control board in EVO and Fusion games). • Check the +12 volt supply voltage to the LCD display (yellow wire +12, black wire ground) • Check the harness connections between the PC boards on the back of the LCD display. • Replace the LCD display.
• **no video** • **constant beeping or a sequence of beeps**	• The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.
• **no video** • **no sound when coins are deposited**	• Check all connections to the motherboard. • Reseat the DIMM. • Replace the motherboard or send it for repair.
• **poor picture quality**	• Adjust Brightness, Contrast, Horizontal, and Vertical controls with monitor controls.
• **coin jam**	• Check the coin mech and coin chute for coins blocking the pathway. • Make sure the coin harness is connected between the normally open and common terminals on the coin switch. • Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem. • Check the coin harness for pinched or damaged wires. • Disconnect the coin harness from J1, J3, J7, and J8 of the I/O board. If the coin jam still appears, the I/O board will have to be sent for repair.
• **meter not advancing**	• Check connection at I/O board. • Check wiring at *J2 METER* connector on I/O board.

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PROBLEM	CORRECTIVE ACTION

• **game locks up or resets while being played or in the attract mode**
• **no movement on the screen**
• **power has to be cycled off and on to get the game to function again**
	• Check the output voltages from the power supply:
	
	Enhance SFX 1211J
	Red wire +5 volt
	Yellow wire +12 volt
	Blue wire -12 volt
	White wire +5 volt power good
	Violet wire +5 volt VSB
	Black wire ground
	Brown wire +3.3 volt
	
	• Clean the vents and the fans of any dust and dirt that may interfere with airflow.
	• Clean the CPU cooling fan on the motherboard.
	• Replace the CPU cooling fan if it is not operating properly.
	• Reseat the DIMM on the motherboard.
	• Clear memory with the following procedure:
	  • Turn off the game.
	  • Press and hold the **Setup** and **Calibrate** buttons.
	  • Turn the game on and keep holding the buttons until the screen displays “TWO BUTTON CLEAR DETECTED RELEASE BUTTONS”. This should take about 30 seconds.
	  • Release the buttons. This will clear high scores, clear the books and reset options, and reset the game menu and coin menu to their factory settings.
	• Perform a checksum test on the hard drive:
	  • Turn off the game.
	  • Turn on DIP switch 8 on the I/O board.
	  • Turn on the game. The test will take about 10 minutes.
	  • A failure will cause the test to stop.
	  • A passed test will display “DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE”.
	  • With power on, turn off DIP switch 8.

• **game locks up with “invalid key for version PG3002 – V XXXX”**	• Check the program number on the security key. It should be compatible with the program on the hard drive. • Check the contacts on the security key socket. Lift up on the contact on the bottom of the socket and make sure there is a good connection to the base of the security key. • Check the USB cable that connects the I/O board to the motherboard. • Try another security key with the same program number or test the security key in another game with the same program version.
• **“INVALID KEY” message while downloading software to the hard drive**	• If the security key was replaced before the download: • The motherboard did not boot from the DVD drive. • Check that the DVD drive is set as master. • Check the ribbon cable connections between the DVD drive and the motherboard. • Try another DVD drive or another set of discs.

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Merit Industries, Inc.
Troubleshooting Guide for ***Megatouch Ion™ Games***

PROBLEM	CORRECTIVE ACTION
• **the screen displays MAXX and not ION and the H2H category is missing**	When the game is turned on, it will check the type of touchscreen controller, motherboard and hard drive. If one of these does not match with Ion hardware, the game will power up and display “MAXX” on the screen and it will not have the H2H category. • Make sure the game is only using ION hardware.
• **game will not download disc**	• Make sure the disc is installed correctly, with the logo facing up. • Check for scratches or a defective disc. • Try a different DVD drive or another disc. • If you’re downloading a disc set, make sure each disc is of the same revision.
• **"ERROR READING DRIVE C"**	• This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on. 1. Turn the game off. 2. Locate DS 1, position 8 and turn it on. 3. Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete. 4. When the hard drive passes the test it will display a "CHECKSUM GOOD" message and continue to boot up into the game attract screens. This indicates a coin jam. 5. When the hard drive fails the test, the game will lock up with a "CHECKSUM ERROR" message, which will stay on the screen until the power is turned off. In this case, the hard drive will have to be replaced.
• **"DISK BOOT FAILURE"**	This message indicates the motherboard is not receiving data from the hard drive and has locked up. • Check the IDE ribbon cable connections to the motherboard and hard drive. • Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.
• **“QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE”**	The self-diagnostics on the hard drive has detected an error. • The hard drive will have to be replaced.
• **“CRITICAL ERROR ABORT RETRY FAIL” or “BAD COMMAND OR FILE NAME” error**	• Try reloading the program onto the hard drive with a different set of update discs compatible with the security key. If it will not accept the download, try another DVD drive. If it still does not work, replace the hard drive.

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CMOS Configuration Procedure for Megatouch Ion

The CMOS configuration should only be performed if your Megatouch Ion game experiences problems booting up. Performing a DIP switch 8 is the simplest and most common method of configuring the CMOS settings on the motherboard to Merit specifications; however, in the event of a hard drive crash, this alternate method must be used for CMOS configuration:

ION MOTHERBOARD CMOS CONFIGURATION:

1. Plug your keyboard into the bottom PS2 connector on the motherboard.
2. Turn on the power.
3. Press DEL to enter SETUP.
4. Arrow over and down to LOAD OPTIMIZED DEFAULTS.
5. Press ENTER.
6. Press Y for YES.
7. Press ENTER
8. Press F10
9. Press ENTER. The game should reboot.
10. Unplug keyboard.

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DIP Switch Settings for the Mars 2000 Bill Acceptor

(The DIP switches are located on the side of the bill acceptor)

SETTING	SWITCHES
1 WAY	DIP 1 ON/DIP 2 OFF
2 WAY	DIP 1 OFF/DIP 2 ON
4 WAY	DIP 1 ON/DIP 2 ON
HIGH ACCEPTANCE	DIP 3 OFF
HIGH SECURITY	DIP 3 ON
*$1	DIP 4 ON=ACCEPT/OFF=REJECT
*$2	DIP 5 ON=ACCEPT/OFF=REJECT
*$5	DIP 6 ON=ACCEPT/OFF=REJECT
1 PULSE PER DOLLAR	DIP 7 OFF
*4 PULSES PER DOLLAR	DIP 7 ON
ALWAYS ENABLE	DIP 8 OFF
HARNESS ENABLE	DIP 8 ON

* Recommended factory settings allow for acceptance of $1, $2, and $5 bills at 4 pulses per dollar.

Setting the Coin-In Menu

Settings for the bill acceptor are controlled by the settings for Electronic Mech 2 (2E) in the Coin-In Menu screen.

To set the Coin-In Menu to provide a bonus credit for the use of a dollar, set the number of coins (for Electronic Mech 2) to **4** and set the number of credits to **5**. This will provide 5 credits for each dollar entered. **Meter Pulses** can be set to **4** to record the amount of “coins” in the cashbox, or it can be set to **5** to record the number of credits played, depending on your individual need. An illustration of the coin-in menu set to offer 5 credits for a dollar, with the meter counting coins, is shown below.

See your owner’s manual for complete operating instructions for the Coin-In Menu.

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	4		5		4

Section 4
Power Supply

Power Supply Used in Ion Games

Sparkle FSP20-50PL

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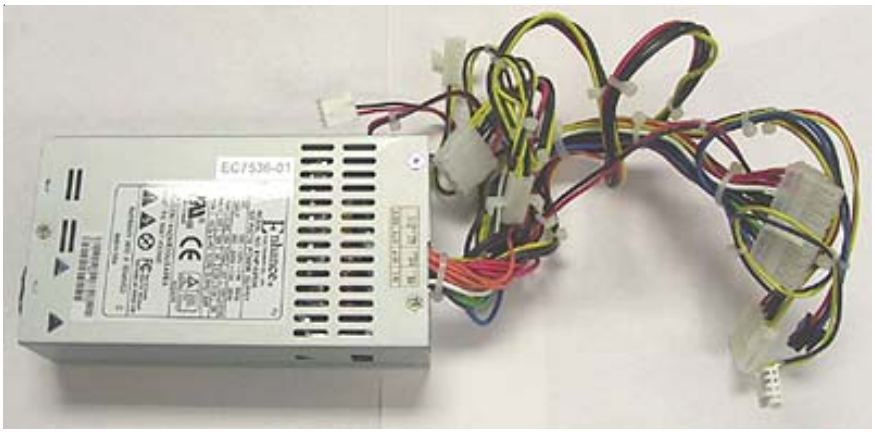
Power Supply - Sparkle



SPARKLE - FSP20-50PL
MERIT PART NUMBER: EC7538-01

Used in: EVO, EVO Wallette and Fusion

Section 5
Circuit Boards

Circuit Board Cross Reference Chart

Motherboard Diagrams

I/O Board Diagrams

OSD Board Diagrams

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Motherboard Diagrams

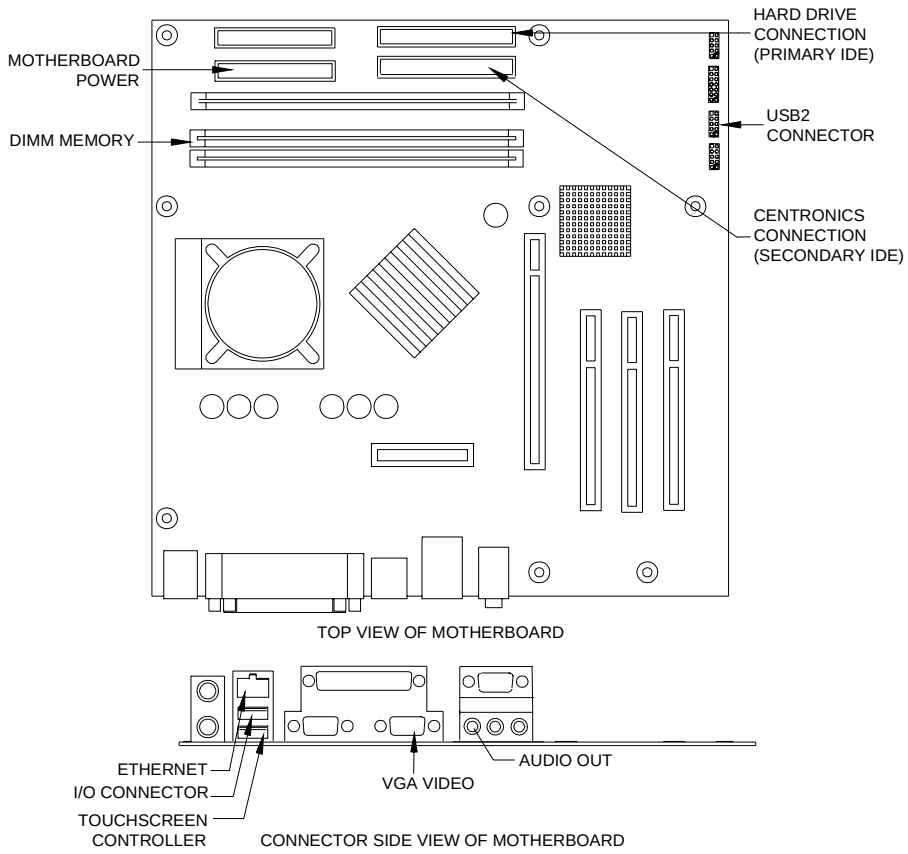

FIGURE 1 - ION MOTHERBOARD DRAWING

Required Connections

-Motherboard Power Connector: To supply power to the motherboard

-Hard Drive Connector (Primary IDE): To connect ION hard drive, using the supplied hard drive adapter, connected at the factory

-Centronics Connector (Secondary IDE): For future software upgrades

-I/O Board Connector: Connects I/O board and motherboard, connected at the factory

-Touchscreen Controller (Com 1): For touchscreen operation

-VGA Video: For monitor operation

-Audio Out: Provides audio output, connected at the factory

-USB Wireless device: For wireless linking and Internet connection, connected to USB2

Optional Connections (likely additional)

-Ethernet: For linking multiple games

-USB Pen: For storing and transferring data, connected to USB2

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Motherboard Diagrams (cont'd)

Motherboard - Power Connector

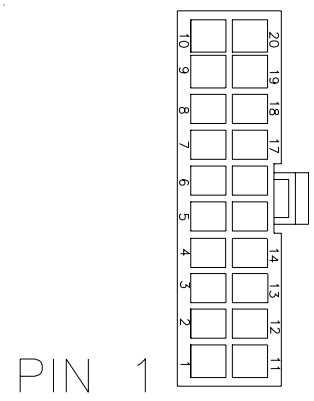

FIGURE 2 - REAR VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part # 39-01-2200)
Molex Pin (manufacturer part # 39-00-0038)

PIN	WIRE COLOR	USE
1	ORANGE	+3.3 VDC
2	ORANGE	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	GRAY	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	ORANGE	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	GREEN	PWR ON
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	-----	-----
19	RED	+5 VDC
20	RED	+5 VDC

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I/O Board Diagrams

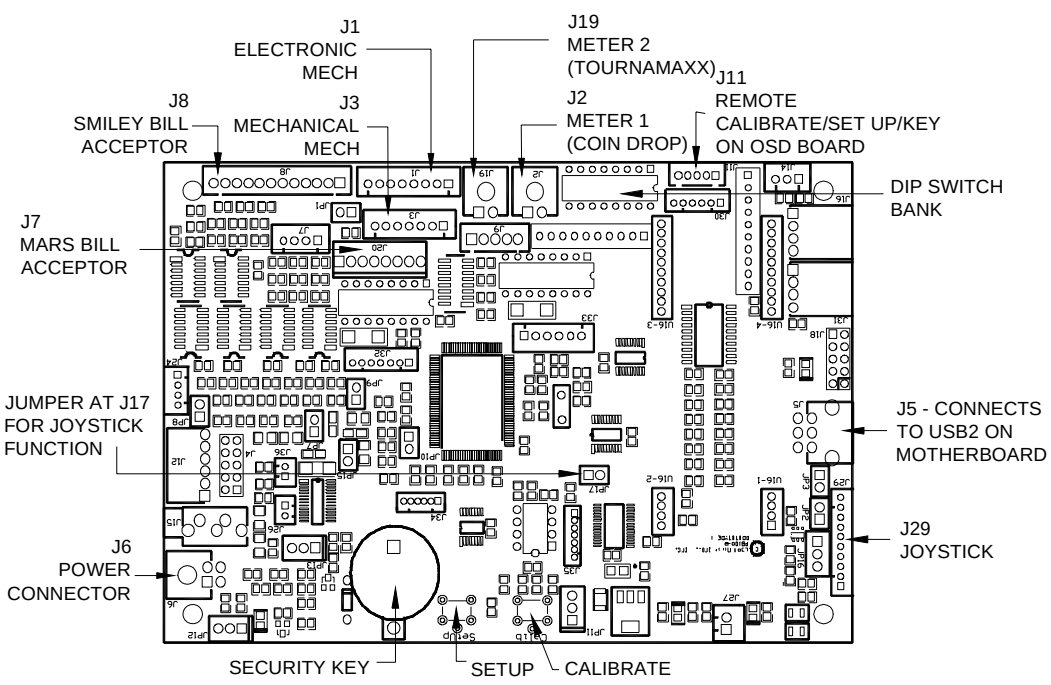

FIGURE 3 - I/O BOARD DRAWING

Required Connections

-I/O Board Power Connector: To supply power to the I/O board

-Electronic Mech Connector: For electronic mech operation

-Smiley Bill Acceptor Connector: For Smiley bill acceptor operation (international games)

-Mars Bill Acceptor Connector: For Mars bill acceptor operation (domestic games)

-Mechanical Mech/Lockout Connector: For mechanical mech operation

-Meter Connector: For meter operation, connected at the factory (meter 1 = coin drop, meter 2 = TournaMAXX)

-Joystick Connector: For joystick operation

-Motherboard: Connects I/O board and motherboard, connected at the factory

-Remote calibrate/set up/key connector: OSD board operation, connected at the factory

NOTE: The jumper at J17 will allow for joystick functionality.

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I/O Board Diagrams (cont'd)

I/O Board - Electronic Mech Connector (J1)

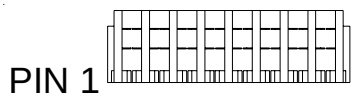

FIGURE 4 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 08NR-E4K)

PIN	WIRE COLOR	USE
1	WHITE	COIN 1
2	WHITE	COIN 2
3	WHITE	COIN 3
4	WHITE	COIN 4
5	WHITE	COIN 5
6	WHITE	COIN 6
7	YELLOW	+12 VDC
8	GREEN	GROUND

I/O Board - Joystick Harness Connectors (J29)

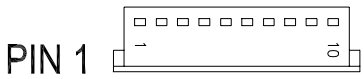

FIGURE 5 - TOP VIEW OF CON-NECTOR
JST Connector
(manufacturer part # 10KR-6H-P)

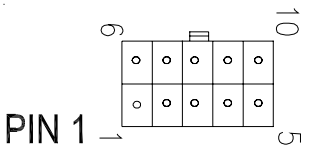

FIGURE 6 - TOP VIEW OF CON-NECTOR
Molex Connector
(manufacturer part # 43025-1000)
Molex Pin
(manufacturer part # 43030-0005)

PIN	WIRE COLOR	USE
1	WHITE	POT 1
2	WHITE	VREF
3	WHITE	-VREF
4	WHITE	POT2
5	WHITE	VREF
6	WHITE	-VREF
7	WHITE	BUTTON 1
8	WHITE	GROUND
9	-----	-----
10	WHITE	BUTTON 2

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I/O Board Diagrams (cont'd)

I/O Board - Meter Harness Connectors (J2 and J19)

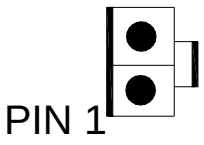

FIGURE 7 - TOP VIEW OF CONNECTOR
Molex Connector
(manufacturer part # 43645-0200)
Molex Pin
(manufacturer part # 43030-0001

PIN	WIRE COLOR	USE
1	-----	SIGNAL 1
2	-----	SIGNAL 1

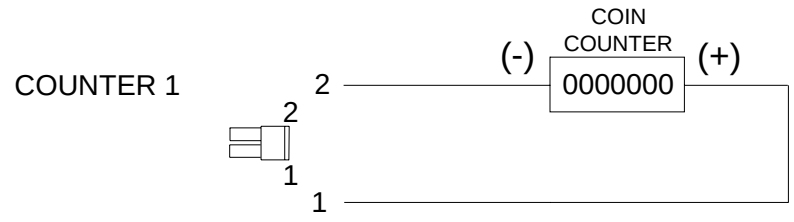

FIGURE 8 - I/O BOARD METER CONNECTOR SCHEMATIC

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I/O Board Diagrams (cont'd)

I/O Board - Mechanical Mech Connector (J3)

PIN 1

FIGURE 9 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 07NR-E4K)

PIN	WIRE COLOR	USE
1	-----	-----
2	YELLOW	+ 12VDC (OUT)
3	WHITE	COIN 1
4	RED	+ 5 VDC (OUT)
5	GREEN	GROUND
6	GREEN	GROUND
7	GREEN	GROUND

I/O Board - Smiley Bill Acceptor Connector (J8)

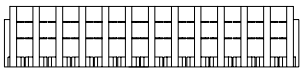
PIN 1 

FIGURE 10 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 12NR-E4K)

PIN	WIRE COLOR	USE
1	WHITE	BILL 1
2	WHITE	BILL 2
3	WHITE	BILL 3
4	WHITE	BILL 4
5	GREEN	INHIBIT 1 (GND)
6	GREEN	INHIBIT 2 (GND)
7	GREEN	INHIBIT 3 (GND)
8	GREEN	INHIBIT 4 (GND)
9	BLUE	ESCROW +12 VDC
10	YELLOW	+12 VDC
11	GREEN	GROUND
12	YELLOW	+12 VDC

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OSD Board Diagrams

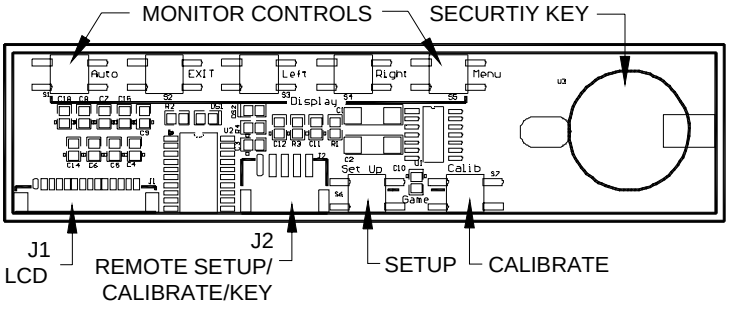

FIGURE 11 - ON-SCREEN DISPLAY BOARD DRAWING

Required Connections

Remote set up/calibrate/key Connector: connected at the factory

LCD connector: for LCD power and monitor control operation

Security Key Socket: Install security key for game operation

On-Screen Display Board Connection Diagram

LCD Connector (J1)

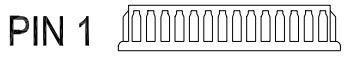

FIGURE 12 - TOP VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part # 51021-1400)
Molex Pitch Crimp Terminal (manufacturer part # 50079-8000)

PIN	WIRE COLOR	USE
1	BLACK	ON LED
2	-----	N/A
3	BLACK	GROUND
4	BLACK	POWER
5	BLACK	GROUND
6	BLACK	MENU
7	BLACK	RIGHT
8	-----	N/A
9	-----	N/A
10	BLACK	LEFT
11	BLACK	EXIT
12	BLACK	AUTO
13	BLACK	GROUND
14	BLACK	VCC

Section 6
Monitors

Monitors Used in Ion Games

Samsung LTM150Xi-A01
Samsung LTM170EU-A01, LTM170EI-A01
Foreseeson LS112-S150A
Kortek KT-2914F

Monitor Adjustment Procedure

Monitors Used in Ion Games

Foreseeson Part Number: LS112-S150A
Merit Part Number: EC9388-05

Used in: EVO/EVO Wallette Ion, Elite Edge Ion

Samsung Part Number: LTM150Xi-A01
Merit Part Number: EC9388-01

Used in: EVO/EVO Wallette Ion, Elite Edge Ion

Samsung Part Number: LTM170EI-A01
Merit Part Number: EC9384-02

Used in: Fusion Ion

Kortek Part Number: KT-2914F
Merit Part Number: EC9371-01

Used in: Boardwalk

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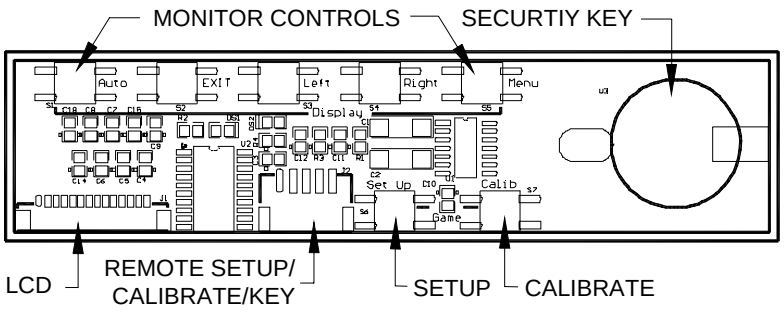
Monitor Adjustment Procedure

The vertical/horizontal controls and brightness/contrast controls are located on the OSD board, which is attached to Velcro inside the CPU section. Pressing the button labeled MENU on the control board will show the on-screen display on the monitor. Use the LEFT and RIGHT buttons to move through the menu. Press MENU again to select the option you want to change. Use the LEFT and RIGHT buttons to increase or decrease the value of the selected option. Press the MENU button again to deselect the option. The AUTO button will automatically optimize all display sets such as video offset, gain, position, phase, and frequency. Press the EXIT button to exit. Adjust the monitor controls until the screens look as suggested in the following steps.

1. Set the game to the Checkerz game screen.
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.
3. Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the “Checkerz” character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

NOTE: Auto adjustment and brightness can be controlled without calling up the OSD menu. Press and hold the EXIT button for 3 seconds to perform the auto adjustment. Press and hold the LEFT and RIGHT buttons to adjust brightness.



ON-SCREEN DISPLAY BOARD DRAWING

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Section 7
Technical Service Bulletins

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Field Bulletin

Date: 6-21-06

merit industries, inc.

Issue: When linking a Merit Megatouch® game and a TouchTunes® jukebox, several errors have been reported.

Games affected: Any Megatouch® game linked with any TouchTunes® jukebox can exhibit these errors.

Symptoms: The album covers on the TouchTunes® jukebox can turn solid black. Because the Megatouch® game displays exactly what is shown on the TouchTunes® jukebox, the game will also display the black album covers. It is important to note that while the album artwork is missing, the album information is still visible and selectable and the jukebox will continue to play music.

A second issue has been reported where the communications module on the TouchTunes® jukebox will crash. If this happens, the game can no longer communicate with the jukebox. If a customer selects music from the game, the game will try to communicate with the jukebox, and because the jukebox module is not running, it will eventually time out. This will result in displaying the error "Jukebox Connection failed – rejected or timed out."

Solution: TouchTunes® has corrected these issues in their version 2.4.0-45 software. Merit has tested this software and verified that the link works and corrects the two issues listed above. All TouchTunes® jukeboxes linked to Megatouch® games should be running this latest version of TouchTunes® software. To obtain this software, contact TouchTunes®.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

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Tech Notes

http://www.meritind.com

Date: 6-12-06

merit industries, inc.

Re: How to Read a Game Serial Number

Merit Industries has implemented a new form of game serialization beginning with the Megatouch Force product line. Use the following key to interpret the serial number of your game.

MMDDYYTTGGNNNN

MM = two digit month of manufacture

DD = two digit day of manufacture

YY = last two digits in year of manufacture

TT = two-digit tracking code (usually 00, can be changed to track special circumstances)

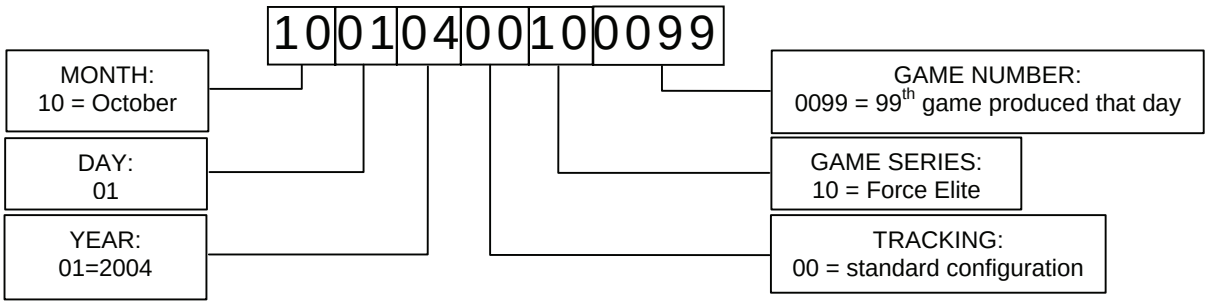
0L = Mega-Lease 0M = M-Lease 01 = Uses SB0410-01 Assembly RO = RET

GG = two-digit code representing game series/model

00 = Force Classic
02 = Boardwalk
10 = Force Elite
11 = Ion eVo (Bill)
12 = Ion eVo (Coin)
13 = Ion eVo (Bill & Coin)
14 = Ion eVo (Non-Revenue)
15 = Ion eVo Wallette (Bill & Coin)
16 = Ion eVo Wallette (Coin)
17 = Ion Elite Edge (Bill & Coin)
18 = Ion Elite Edge (Coin)
19 = Ion Elite Edge (Bill)
20 = Force Radion
21 = Force Champ
22 = Ion eVo (Bill) (RoHS)
23 = Ion eVo (Coin) (RoHS)
24 = Ion eVo (Bill & Coin) (RoHS)
25 = Ion eVo Wallette (Bill & Coin) (RoHS)
26 = Ion eVo Wallette (Coin) (RoHS)
27 = Ion Elite Edge (Bill & Coin) (RoHS)
28 = Ion Elite Edge (Coin) (RoHS)
29 = Ion Elite Edge (Bill) (RoHS)
30 = Force Upright
40 = Conversion Kits
41 = Force Conversion Kits
42 = Boardwalk Conversion Kits
50 = Force Vibe Display (Bill)
51 = Force Vibe Processor (Bill)
52 = Force Vibe PC
53 = Force Vibe Display (Coin)
54 = Force Vibe Processor (Coin)
55 = Force Megatouch Booth Game
60 = Force Megatouch Combo Jukebox
61 = MegaTunes
62 = Remote Sound System
63 = MOD-Box
64 = MOD-Box Light
70 = OEM
71 = VIPS
72 = Ion OEM
73 = Ion OEM (RoHS)
80 = Force eVo (Bill)
81 = Force eVo (Coin)
82 = Force eVo (Bill & Coin)
83 = Force eVo (Non-Revenue)
84 = Force eVo Wallette
85 = Force Elite Edge (Bill & Coin)
86 = Force Elite Edge (Coin)
87 = Force Elite Edge (Bill)
90 = Force Fusion
91 = Force Fusion (Non-Revenue)
92 = Ion Fusion
93 = Ion Fusion (RoHS)
A0 = Mr. VIPS
B0 = Fun Zone
B1 = Fun Zone Jr.
C0 = Force Gametime
C1 = Ion Gametime Countertop
C2 = Ion Gametime Upright
D0 = Force Money Shoot

NNNN = 4 digit sequential number of game produced during the day

Example:



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Field Bulletin

Date: 3-20-06

merit industries, inc.

Issue:

Merit has received field reports of intermittent touchscreen problems on some Ion games, which can make the calibration drift or result in missed touches. Our investigation into the matter revealed that a small number of games were manufactured in September 2005 without touchscreen insulation tape, which became necessary when our touchscreen supplier changed their manufacturing method.

Games affected:

The potentially affected games are Ion EVO, Ion Elite Edge and Ion Wallette games manufactured in September 2005 only. The first six digits of the serial number of these games will be 09XX05 (where XX can be any number).

Symptoms:

The touchscreen may not recognize touch, the calibration may be off or may drift and performing a touchscreen calibration does not correct the problem.

Solution:

If your game is experiencing calibration problems similar to those described above, and the serial number of the game is in the indicated serial number range above, unlock and open the front bezel and make sure it is properly taped. Figure 1 shows where to look to determine if the bezel is taped. If you determine that the touchscreen does not have the tape, contact your distributor for a free tape kit or install your own one-inch wide electrical or polyester tape. Follow the instructions on the reverse side of this bulletin to install the tape.

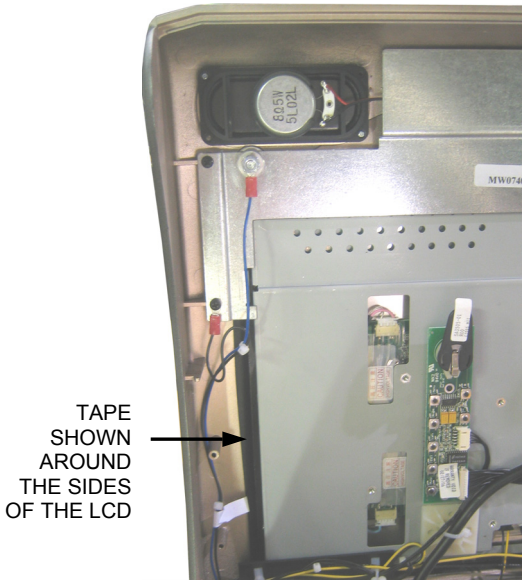

FIGURE 1 – INSIDE OF LCD AND BEZEL

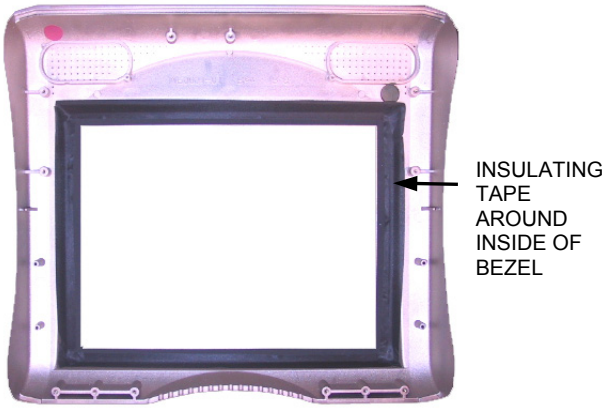

FIGURE 2 – BEZEL WITH INSULATING TAPE

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

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Bezel Tape Installation Instructions

1. Turn off and unplug the game.
2. Unlock and open the CPU section and place something in front of the game to brace the bezel once the strain relief cord is undone.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The dongle socket ground wire will also be removed in the process.
4. Remove the nut, wire and bolt from the dongle socket assembly located on LCD mounting bracket, then remove and carefully set the bracket aside with wire connections intact.
5. Loosen the 3 screws on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor.

   NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.
6. Carefully remove the monitor from the bezel, leaving the wire harness connections intact.

   NOTE: You may need to disconnect some wire harnesses to allow for more maneuverability when applying the tape to the bezel. Make sure any disconnected harnesses are returned to their proper position during reinstallation of the monitor.
7. Apply the supplied tape to the inside edge of the bezel as shown in Figure 2. Tape each side so that the width of the tape covers the entire plastic lip, from the edge of the bezel to the bend in the plastic.
8. Carefully slide the monitor into the bezel, under the loosened hinges. Ensure that the monitor is properly centered, then tighten the hinge screws. Make sure to reconnect any wire harnesses you may have disconnected.

   NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick connector to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.
9. Reattach the LCD mounting bracket using the 6 existing screws. The dongle socket ground wire and strain relief cord will also be fastened in the process.
10. Replace the dongle socket assembly by securing the bolt, green wire and nut over the LCD mounting bracket.
11. Close and lock the CPU section.
12. Plug in and turn on the game.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

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TECH NOTES

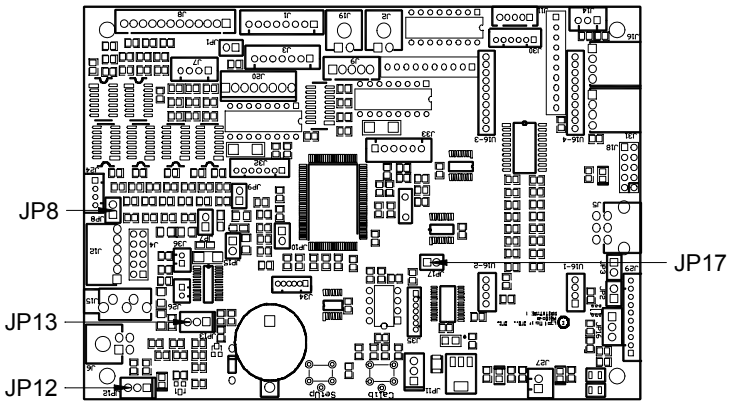
http://www.meritind.com

Date: 12-06-05

merit industries, inc.

Re: I/O Board Replacement in Ion, Money Shoot, and Megatouch Champ Games

When replacing the I/O board in an Ion, Money Shoot, or Megatouch Champ game, make sure the jumper settings on the I/O board is correct.



- For EVO Ion, Elite Edge Ion, and Fusion Ion games the shunt must be in place at JP17.
- For EVO Wallette Ion games and Megatouch Champ games, the shunt must be removed from JP17.

- For games with Imonex coin mechs, the shunt must be removed from:
  JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
  JP7 (for I/O boards with the part number: SA10068-05).
- For all other games, the shunt must be in place at:
  JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
  JP7 (for I/O boards with the part number: SA10068-05).

- For Money Shoot games, the shunt at JP12 and JP13 must be on pins 1 and 2.
- For mini-Drucker printer function, the shunt at JP12 and JP13 must be on pins 2 and 3.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by E-mail at TechCenter@meritind.com.

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Field Bulletin

merit industries, inc.

Issue: Force 2006 and Ion 2006 games have been reported as slow to transition between the idle screens, the main player menu, and the operator setup screens. The response of the touchscreen has also been reported in some instances to be slower during high-speed play.

Games affected: Only games running Force 2006 and Ion 2006 software.

Symptoms: The game is slow to come out of the idle screens, main player menu and setup screens. This can also cause a problem with the display of the icons on the main player menu. Some players may notice that the response of the touchscreen during high-speed game play is also affected.

Solution: Merit Industries is providing a free software upgrade disc to correct this problem. The upgrade should be installed on all games running Force 2006 and Ion 2006 software. It will update the software to the 20.10 software release. This disc will be supplied to all distributors who received the affected kits and games. It is important to note that this is a full upgrade, which will overwrite data. Therefore, any operator-customized settings will need to be reset following the installation. Also, make sure to perform an Update from Server before installing this disc if your game is connected to MegaNet or TournaMAXX so that all player information is retained. Follow the instructions on the reverse side of this sheet to install the disc.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

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Software Installation Instructions

*This installation requires an IDE DVD drive, which is not included. It is recommended that you use a DVD drive 12X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place the drive. ***You must configure your DVD drive as the Master Drive***.

Connecting a DVD Drive

1. Turn off power to the game.
2. Connect the 2 x 20-pin IDE connector to the IDE interface connector on the DVD drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector.
3. Connect the 4-pin power connector on the ribbon cable to the DC power input on the DVD drive.
4. Unlock and open the CPU section and locate the centronics connector. (In EVO, EVO Wallette, Elite Edge with coin, and Vibe games, the CPU section does not need to be opened, as the connector is located on the outside of the game.)

   EVO and EVO Wallette games: The centronics connector is located at the back of the game. Remove the cover plate with 5/64" Allen wrench.
   Elite Edge: For Coin games, unhinge the CPU section to access connector on the back of the CPU section.
   For Bill-Only games, unlock and open the CPU section to access the connector inside.
   Vibe games: The centronics connector is located on the front of the processor.
   Fusion, Radion, Classic, Elite, and XL-converted games: The centronics connector is located above the motherboard assembly.
   Fusion with electronics box: The centronics connector is located on the outside of the electronics box.
   Combo Jukeboxes and Upright games: The centronics connector is located on the PC shelf.
5. Make sure your DVD drive is configured as the Master Drive.
6. Connect the centronics connector on the ribbon cable to the centronics connector on the game.

   NOTE: *When positioning your drive, it is important that you find a suitable place where the drive will not be in danger of coming in contact with any components or wires inside of the game.*

Program Installation

Performing this upgrade will delete previous information and files on your hard drive. If you want to retain any pertinent information (e.g.: Books Screen information), you will need to document that information before performing the upgrade.

7. If you are connected to TournaMAXX™, you must perform an **Update From Server** before beginning this installation so that information is not deleted.
8. Turn on the game.
9. Insert the disc into the drive. If you don't get the disc into the drive before the game starts to boot-up, turn off the game and turn it back on.
10. The message: "**By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement**" will appear on the screen. The software license agreement can be found in the back of your game owner's manual. If you accept the terms, select "**Yes, I agree**".

    NOTE: *If you do not agree to the terms of the agreement, reboot the game in order to remove the disc, then turn the game off and disconnect the drive. The game will continue running the current software.*
11. When the disc is finished installing, the screen will display a message indicating that the update is complete.
12 When the update is complete, remove the disc and turn off power to the game.
13. Carefully disconnect the ribbon cable from the centronics connector on the game.

    NOTE: *When disconnecting the ribbon cable, carefully disconnect the cable by grasping the connector and not the cable itself.*
14. Close and lock the CPU section and then restore power to the game. When prompted, perform a touchscreen calibration.
15. If you are connected to TournaMAXX™, you must perform an Update From Server. You will have to re-enter the dial-in settings first. Refer to the TournaMAXX™ manual for instructions.

NEW FEATURE: V20.10 allows you to give your customers bonus credits for inserting a five-dollar bill. To enable the $5 line in the Coin-In Menu, enter the Quick Price Setup Screen and select **6 Credits for $1.00**, **4 Credits for $1**, **3 Credits for $1.00** or **Use Factory Default Pricing**. **NOTE:** You must touch one of the available options on the Quick Price Setup Screen to enable the $5.00 row. Then, enter the Coin-In Menu and adjust the number of credits in the $5.00 row.

NOTE: The MegaWeb™ and Rental Mode features are functional with this software release.

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TECH NOTES

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Date: 10-11-05

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Re: DIP Switch Settings in Ion, Force and Maxx Games

The following tables provide information on the functionality of the hard DIP switches in Ion, Force and Maxx games. Make sure to read the information in the "Notes" column to determine what is affected when performing these functions. The first table is Force 2002 and Maxx Emerald software, the second table is Force 2003/2004/2005/2006 and Maxx Ruby/Sapphire/Jade/Crown software.

After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: In Ion 2006, Force 2005/2006 and Jade/Crown software, the DIP switch functionality is built into the software. To access the DIP switches through the software:

1. Turn off the game.
2. Set DIP switch 1 to the closed position.
3. Turn power on.
4. When the message, "Please reset DIP 1 to proceed" appears, reset DIP 1 to the open position.
5. The Merit diagnostic page will appear. Touch "?" for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch "X" to exit.

Force 2002 & Maxx Emerald		
DIP Switch	**Function**	**Use/Notes**
8	Motherboard configuration & checksum test	• Configures the motherboard to Merit specifications. Performs checksum test to test the files on the hard drive. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
5	Three-button clear	• Clears the login name, password, and access phone number for TournaMAXX™ users. Resets options, game menu and coin-in menu to their factory defaults. After performing a complete memory clear, the player database should be reloaded, TournaMAXX™ setup information must be re-entered, and an initial connection and "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" before performing a complete memory clear. To perform a three-button clear: Turn the power off, turn on DIP switch 5 and press and hold the calibrate and set-up buttons. Turn on power and continue pressing the buttons until the screen displays "**TWO BUTTON CLEAR DETECTED RELEASE BUTTONS."** Release the buttons. The game will continue to boot up and verify that the clear should be completed. It will then prompt you to turn off the DIP switch.

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Ion 2006 / Force 2003 / Maxx Ruby and greater		
DIP Switch	**Function**	**Usage/Notes**
8	Motherboard configuration & checksum test	• Configures the CMOS settings on the motherboard to Merit specifications Checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting while being played or while in the attract mode. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for TournaMAXX™ and TouchTunes®	• Clears the login name, password, access phone number, and all call-in settings for TournaMAXX™ users. • Clears all the loaded albums for TouchTunes® users. • Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to TournaMAXX™ and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, TournaMAXX™ setup information must be re-entered, and an "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" BEFORE performing a memory clear.
4 & 7	Complete memory clear	• Clears ALL memory on hard drive including the TournaMAXX™ player database, TournaMAXX™ settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a complete memory clear, the player database should be reloaded, TournaMAXX™ setup information must be re-entered, and an initial connection and "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" BEFORE performing a complete memory clear.
3	Watchdog Timer (EVO and Fusion games only)	• When the watchdog timer is enabled, it will reboot the machine within 2 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

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TECH NOTES

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Re: DVD Software Updates

Merit will be switching from CD to DVD Force software updates beginning with the September software release. In response to operator feedback that software updates take too long, coupled with the inexpensive cost and increased reliability of DVDs, Merit has decided to make the switch to DVD technology. This will decrease the amount of time required to install software, as DVD readers have a faster data transfer rate. In addition to faster installation, DVDs hold more data, which means fewer discs to install. The entire Force 2006 update will fit on one DVD.

DVD readers also read and install CDs. Since the Maxx platform will continue to use CDs for software updates, this allows operators to use one reader to update both Maxx and Force games.

DVD readers are readily available at retail consumer electronics stores and on the Internet. Merit has tested and approved the following DVD reader for use with all DVD and CD updates: Sony model DDU1613. The Lite-on brand DVD, model SOHD-16P9S, has also been approved for all DVD updates and CD updates to all games with the exception of games that have Telco motherboards. Due to variations within a model number, manufacturer changes, and other variables, Merit cannot guarantee the functionality of any reader. We recommend that you test your reader with all your Merit products. Other DVD readers may also be compatible and we will continue to test and approve more readers for use with the software.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by E-mail at TechCenter@meritind.com.